A Planeshifted Guide to

Bloomburrow

HOMEBREW

Explore Magic: the Gathering's plane of critters and creatures in this expansion and campaign setting guide for Dungeons and Dragons

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CHANGELOG

- Version 1.5
    - Added Turtlefolk species
    - Rebalanced species: Badgerfolk, Beaverfolk, Molefolk, Otterfolk
    - Removed *Manifest Echo* spell
    - Added Monsters: **Cosmos Priest** and **Stormchaser**
    - Updated Appendix C: Creating Bloomburrow NPCs
    - Updated Appendix D: Rules Glossary
- Version 1.4
    - Fixed Batfolk entry
    - Fixed Frogfolk Tongue trait
    - Fixed Table of Contents errors
- Version 1.3
    - Public Release

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JEFF CARPENTER

STEVE PRESCOTT

WELCOME TO BLOOMBURROW

BLOOMBURROW IS A CHARMING pastoral plane full of anthropomorphic animals, featured in MAGIC: THE GATHERING. No human has set foot on the plane; anyone who travels to Bloomburrow is transformed into one of the animalfolk. The animalfolk have advanced culture, and unlike animalfolk from other planes, they retain a size normal for their species.

ABOUT THIS BOOK

This book is an in-depth guide to using MAGIC: THE GATHERING's plane of Bloomburrow as a setting for a *Dungeons & Dragons* 5th edition campaign. It guides players and the Dungeon Master through the process of creating characters and adventures set in this world. It is divided into the following sections.

Chapter 1 provides an overview to life in Bloomburrow.

Chapter 2 describes several locations in Valley, the home of Bloomburrow's animalfolk.

Chapter 3 details how to create Bloomburrow characters.

Chapter 4 presents the sixteen new species of Bloomburrow.

Chapter 5 provides information for character Classes on Bloomburrow, and presents four new or updated subclass options.

Chapter 6 presents eighteen background options for characters native to Bloomburrow.

Chapter 7 describes seven feats that characters can choose from.

Chapter 8 describes equipment unique to Bloomburrow, including tools, adventuring gear, and magic items.

Chapter 9 describes how magic is changed on Bloomburrow, and presents fifteen new spells.

Appendices A and B present 22 creature stat blocks useful for players, and seven Monster stat blocks for DMs.

JAKOB EIRICH

LIFE IN BLOOMBURROW

INHABITANTS

Bloomburrow is inhabited by a number of sapient animalfolk species, who live alongside other creatures such as insects and fish. They also share their home of Valley with elemental monsters known as Calamity Beasts. The inhabitants experience a relative peace as they learn to alongside other animalfolk and the forces of nature.

HISTORY

In Bloomburrow's distant past, the Calamity Beasts were common sights, wreaking havoc in a time known as the Season of Chaos. In this era, the animalfolk survived buried underground until they banded together to form the Order of the Holly Leaf.

WAR OF CINDERS

From this point animalfolk began to develop magic — later known as weaving — to protect their companions, and had their first victories against the weaker Calamity Beasts. Battles raged for two generations, until Wildsear, the wildfire wolf, turned the tide against the animalfolk. Lily of Valley, the champion of the Order of the Holly Leaf, wielded the Seed Flame to weaken the Calamity Beasts. In the final battle of the war, she drove the weakened Wildsear away from Valley and fashioned the sword Cragflame from its broken tooth.

WEAVERS' CALAMITY

Weavers grew in power, protecting Valley from the weakened Calamity Beasts. ver time, magic drove some weavers mad, turning them into monsters fueled by rage. They rampaged unstoppably, threatening the newly-achieved peace. This led to the great weavings being sealed, in favor of small spells anyone could manage.

FOUNDATION OF VALLEY

Once the powerful weaving was gone, the Calamity beasts returned to Valley. However, the animalfolk learned to deal with them by using small weaving in innovative ways. This specialization led to the formation of the actual civilization of Valley as each species of animalfolk learned to work together.

CURRENCY

Barter is the preferred method of trade on Bloomburrow, with many merchants and cultures valuing raw goods like food and plant materials. Bloomburrow does have other treasures, including plain gold coins and gemstones which can be used to purchase goods.

LANGUAGES

Nearly all the animalfolk in Valley speak a common language. Each species also has its own ancestral language, though these languages are only used in ancient writings.

TRANSPORTATION

The Otterfolk build playful houseboats that are linked in groups called Rafts that they ride up and down the rivers — an otterfolk can easily go its whole life without ever setting foot on solid ground.

ASTRONOMY & RELIGION

The Cosmos contains spiritual wisdom passed on by the batfolk of past generations who have joined their ancestors in the night sky. Because of this, the stars of Bloomburrow are primarily tracked and observed by batfolk astronomers. Each star is given a name befitting its grandeur. This reverence for the Cosmos forms the basis of the Batfolk religion; the only one of its kind on Bloomburrow. Churches in cities often double as observatories.

Bloomburrow has one moon. At the end of each of the four moon phases (new, waxing, full, waning), batfolk across Valley host a celebration known as a Lunar Paean. Batfolk use the Lunar Paean to share their beliefs and communicate a respect for the cycle of life and death, light and dark. The batfolk are frequently joined by other denizens of Valley who were born during the same lunar pattern as when the ritual is held. Fortunes are performed for those present, and children born during the current phase are assigned star charts, while their parents are given guidance to help raise them. The celebration concludes with a moon-watching ceremony where families can look out into the firmament and assign stars to recently deceased loved ones or find the stars of their ancestors.

ENTERTAINMENT

Quilting is a common communal activity, and communities and adventuring parties have a shared quilt composed of squares contributed by each family or party member, respectively. Frogfolk play a game called bubbleball. Otterfolk play an enigmatic game known as otterball, which the other animalfolk have little understanding of.

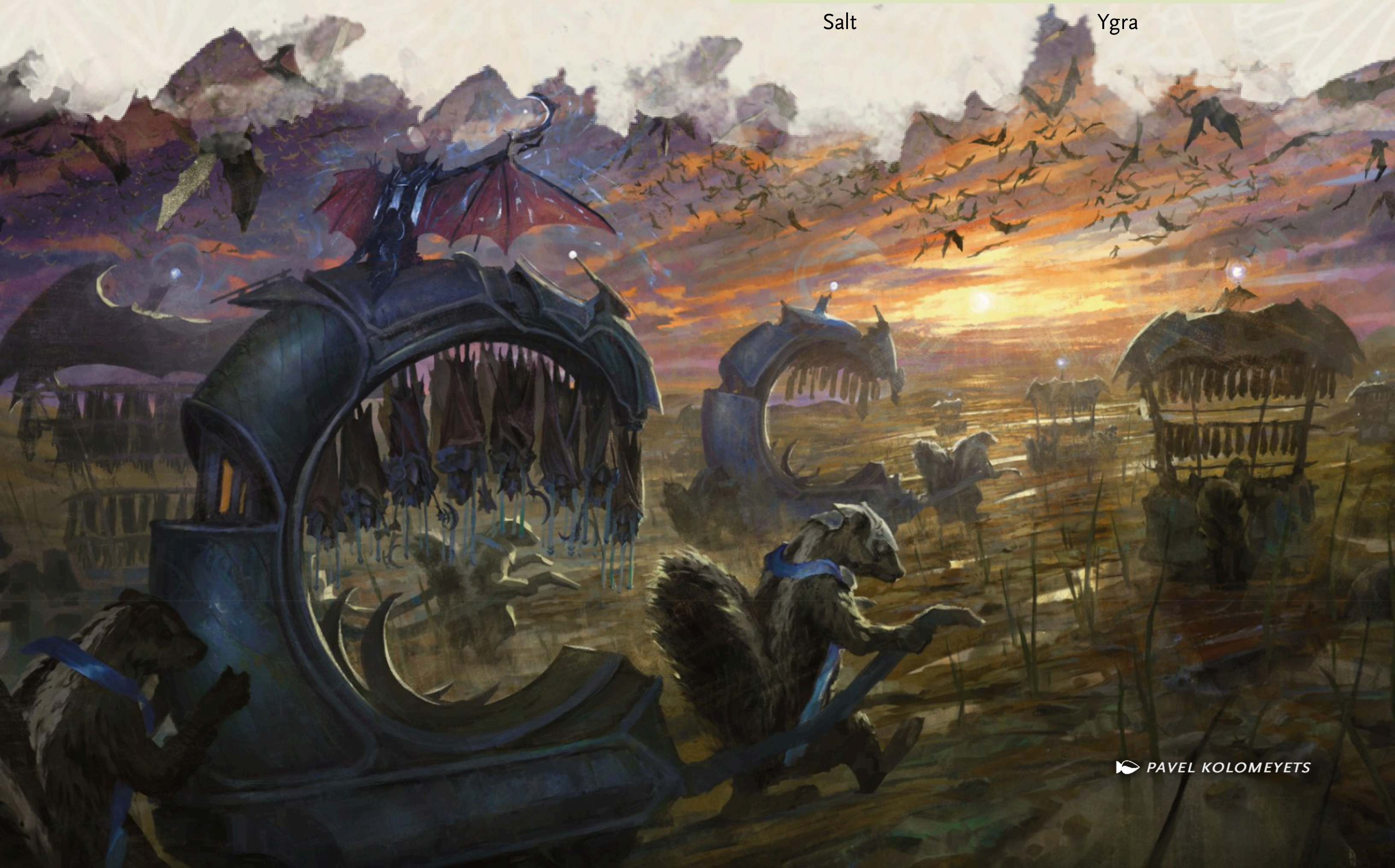
SEASONS & CALAMITY

Calamity Beasts are huge, non-sapient elemental creatures that bring seasonal changes and weather variations. They wreak disaster on an unprecedented scale while they move through the landscape. They are essentially living seasons, and every bit as much part of nature as the animalfolk.

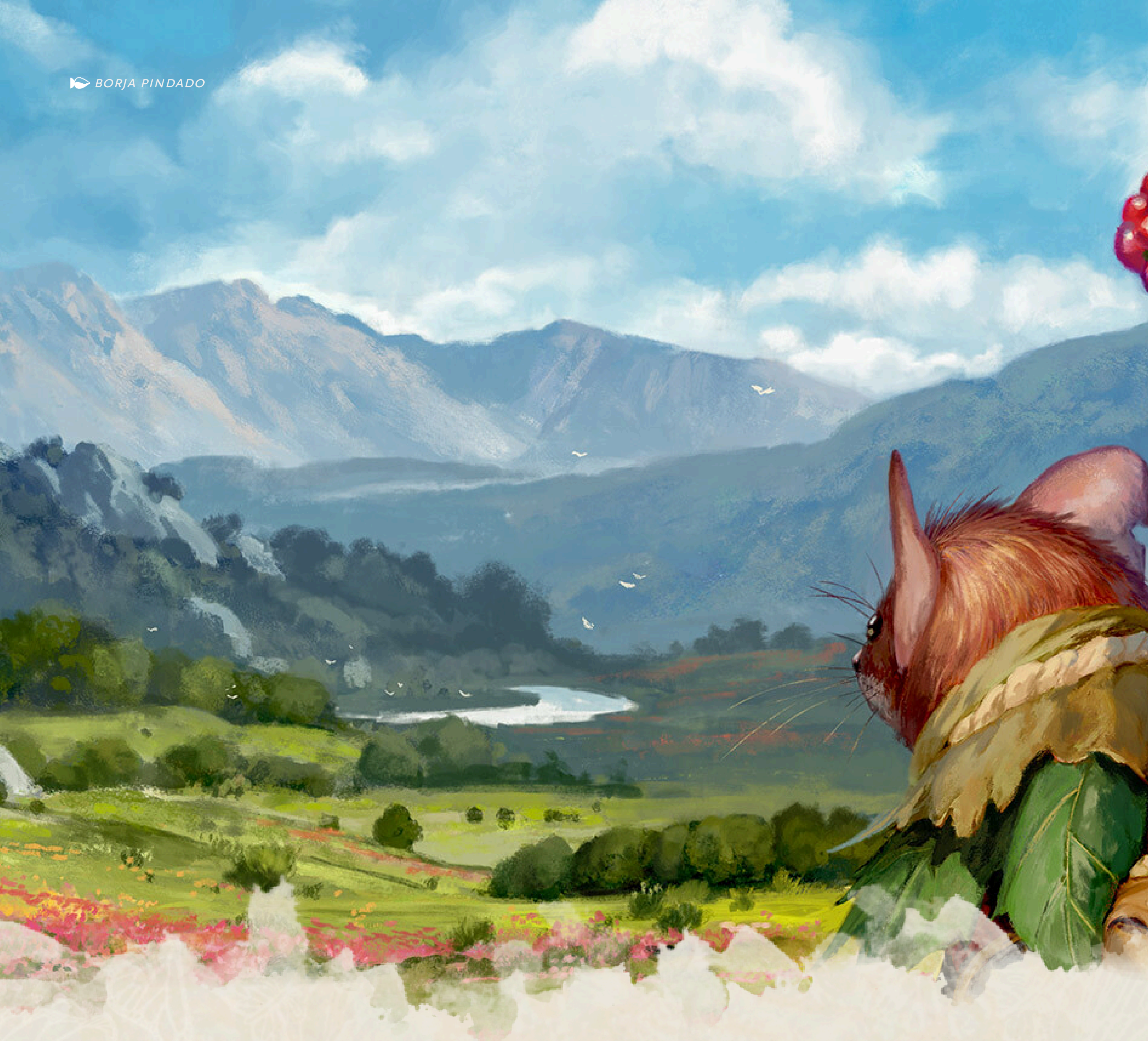
While some seasons are known to occur in Valley annually, others occur only once in a generation. The seasons are brought upon by the movement of a Calamity Beast, as shown in the Valley Seasons table.

VALLEY SEASON

Season	Calamity Beast
Spring	Beza
Summer	The Sun Hawk
Autumn	The Evercoat Ursine
Winter	The Blizzard Elk
Deep Waters	Eluge
Flames	Wildsear
Long Night	Maha
Salt	Ygra



PAVEL KOLOMEYETS

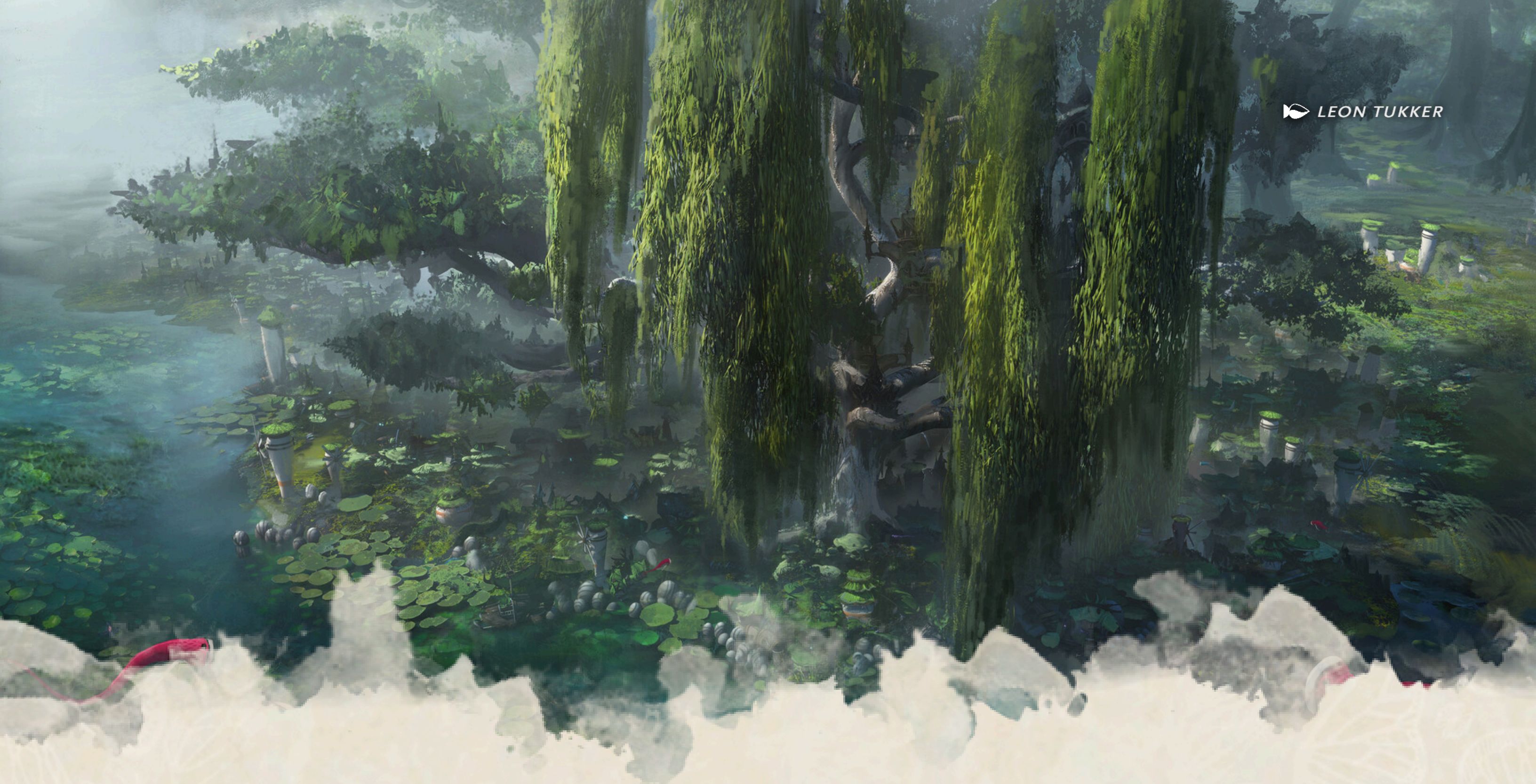


BORJA PINDADO

LAND OF VALLEY

VALLEY IS THE RURAL AND VIBRANT home of the plane's animalfolk. A small region in the larger plane of Bloomburrow, Valley is a temperate stretch of land, home to a diverse array of wildlife and natural landmarks. Within Valley are five biomes: meadows, ponds, marshes, hills, and thickets. The lands outside Valley's villages and towns are known as the Brambles.

Meadows are characterized by flowers and grasses dotted with animalfolk farms. Ponds are freshwater, fed by rainfall, and are popular locations for fishing. Marshes teem with insect life, especially in the tunnels and subterranean caverns below. The hills have sparse flora, and their ample sunlight warms Valley's lizardfolk. Forests are lush, holding enormous, ancient trees that house cities of animalfolk.



LEON TUKKER

Three-Tree City

Three Tree City, or Three Trees City, is the largest settlement in Valley; a forest city formed by the intertwining of an ancient oak, sycamore, and willow tree on the banks of the Long River. Buildings and fungal paths decorate its canopy and trunk. The city was founded to harmonize with nature, which is apparent in its organic layout. The city is divided into several districts.

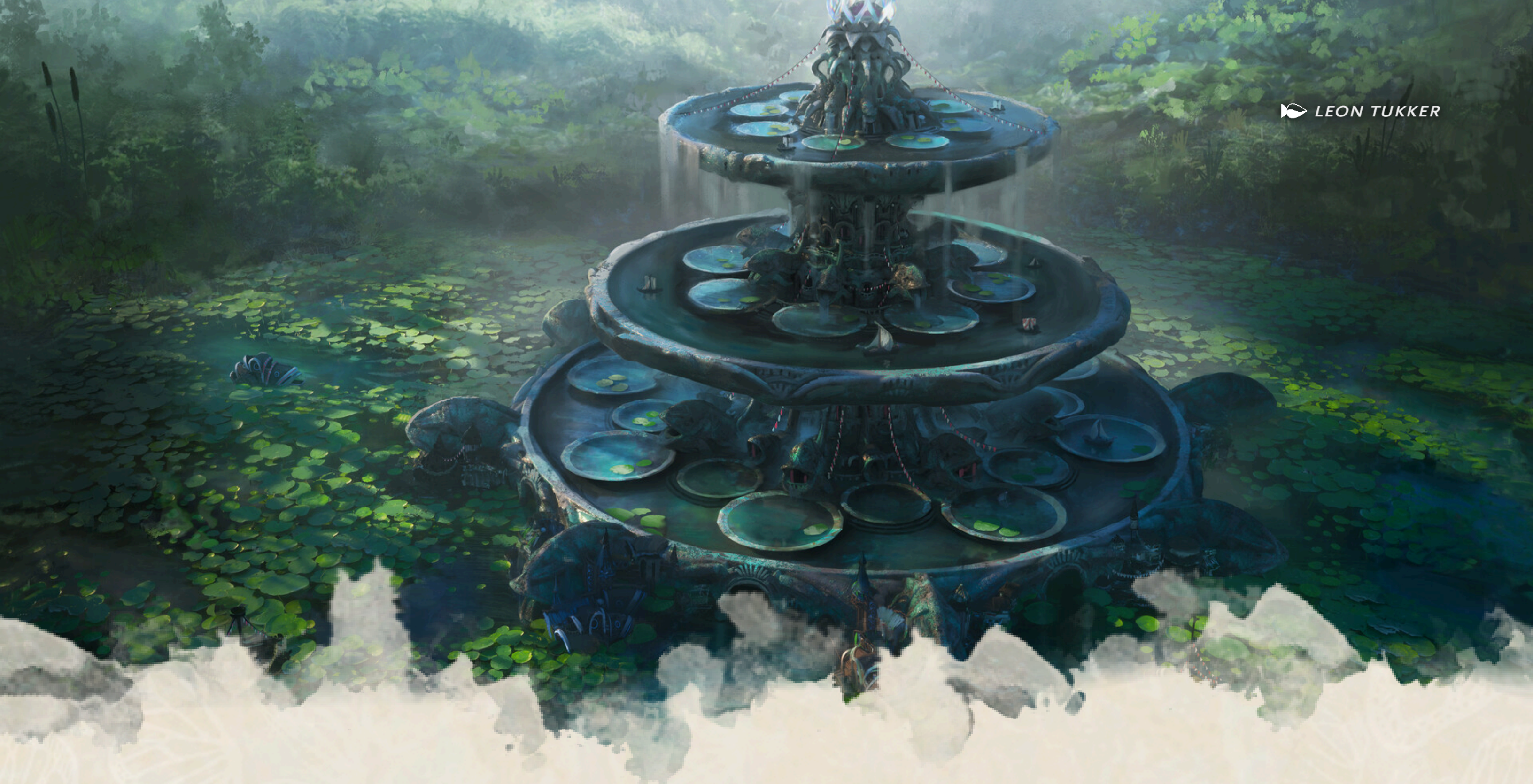
The Docklands

The Docklands is a sprawling array of docks and rafts off the bank of the Long River. It is the center of trade for Three Tree City. This district lies under the tendrils of the Willow.

The Quilted District

The Quilted District lies in the city's heart. It is named after its vast quilted banner symbolizing the union of all animalfolk, featuring squares from every species that visits the city.

LEON TUKKER



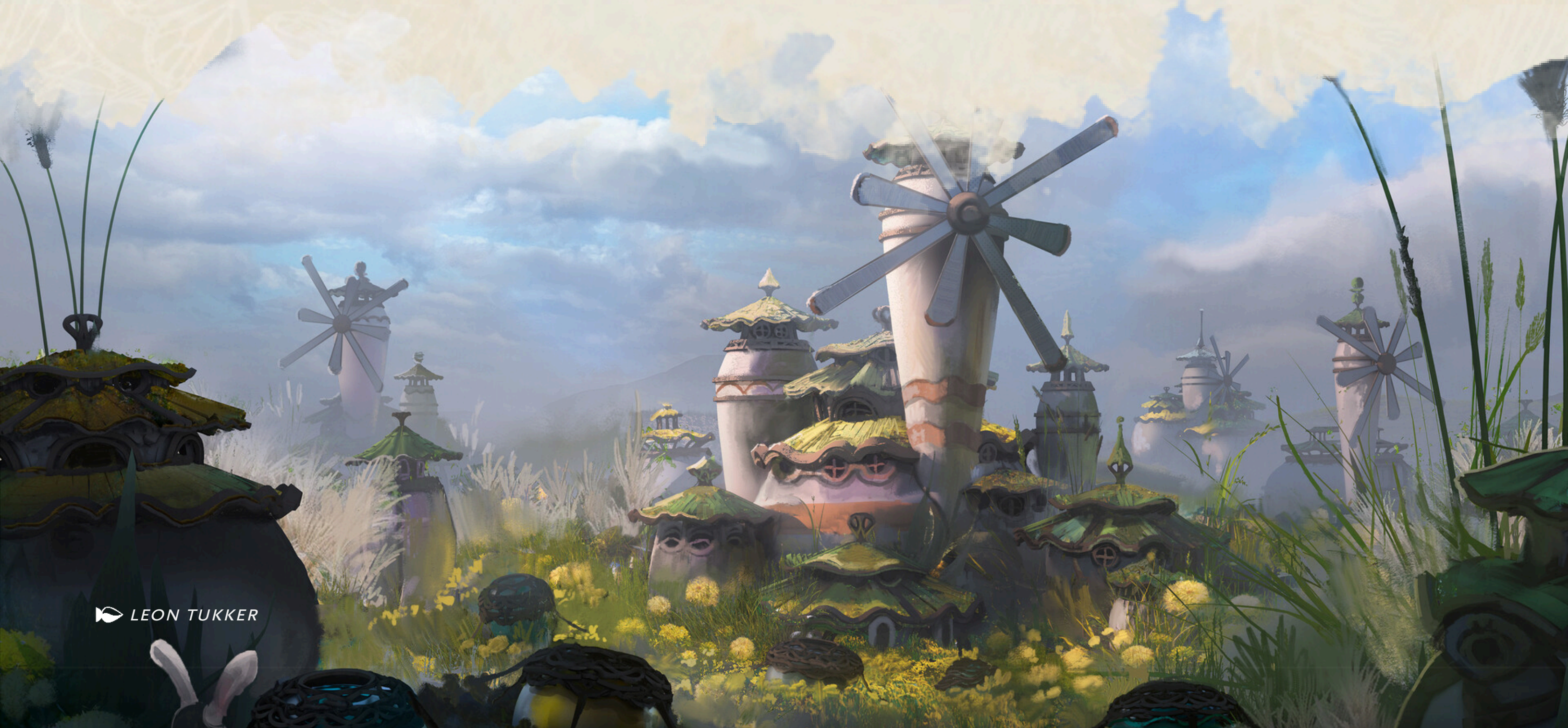
FOUNTAINPORT

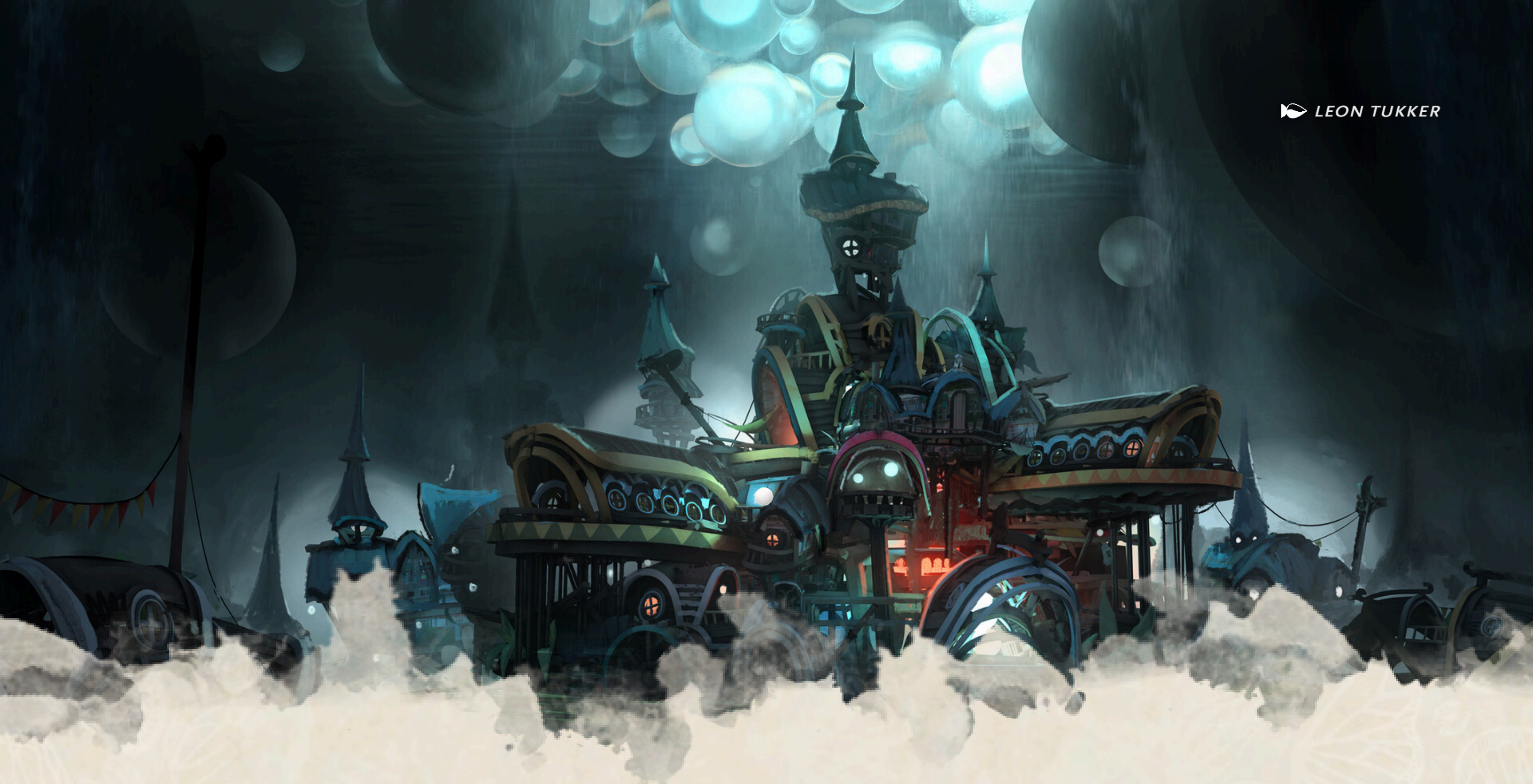
Fountainport is a city formed as a three-tiered, soapstone-carved fountain that rises from Valley's largest pond. At its pinnacle lies a sculpted flower and a magically suspended spire of water. Portcullises gate the city, and glass elevators, slides, and waterfalls connect the different levels. The second tier of the city holds domed frogfolk houses that sit upon individual bowls and more elegant boats than the lower levels. On the top level, the weaving of water magic supplements mundane architecture.

The Tadpool Harbor District is a rowdy district at the fountain's base. It consists of markets on floating docks and lily pads.

GOODHILL

Goodhill is a town with white-petal roofs and woven grass walls interspersed with larger, painted clay burrows and a tall windmill. Colorful glass rainwater collectors line its cobbled street. Towering above it all, the wooden homes of batfolk stand atop long poles. Goodhill has a diverse population of many species. It is a two-day ride from Fountainport.

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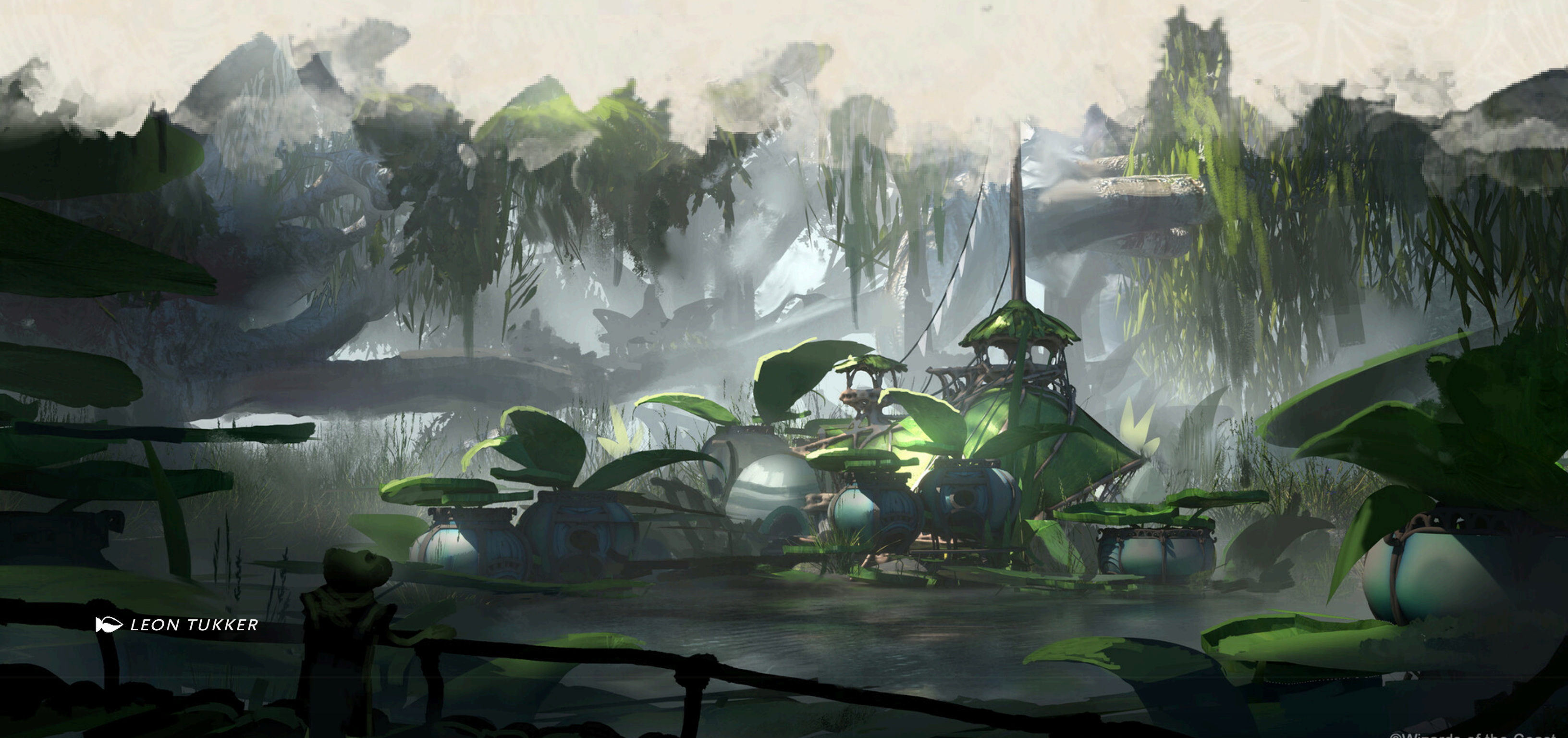
THE KNOWLEDGE OSSUARY

The Knowledge Ossuary is a limestone cavern village inhabited by ratfolk archivists. The most ancient Ossuary in Valley, it houses a library of the plane's history. It is protected by powerful enchantments and warriors, and only a ratfolk elder can permit a visitor to view the contents of the Ossuary. One of its entrances along the Long River is covered by a mussel shell, and its tunnels are illuminated by enchanted lights. Long ago, it was burrowed by an extinct species of enormous insects. It is west-southwest of Fountainport.

THE HANGING GARDENS

The Hanging Gardens rest in a shallow cenote behind a waterfall whose walls are covered with foliage that drapes down to touch the water's surface. Lily pads float freely on the surface of the pool, and frogfolk come to bask in the sun at midday when the sun is right above its opening.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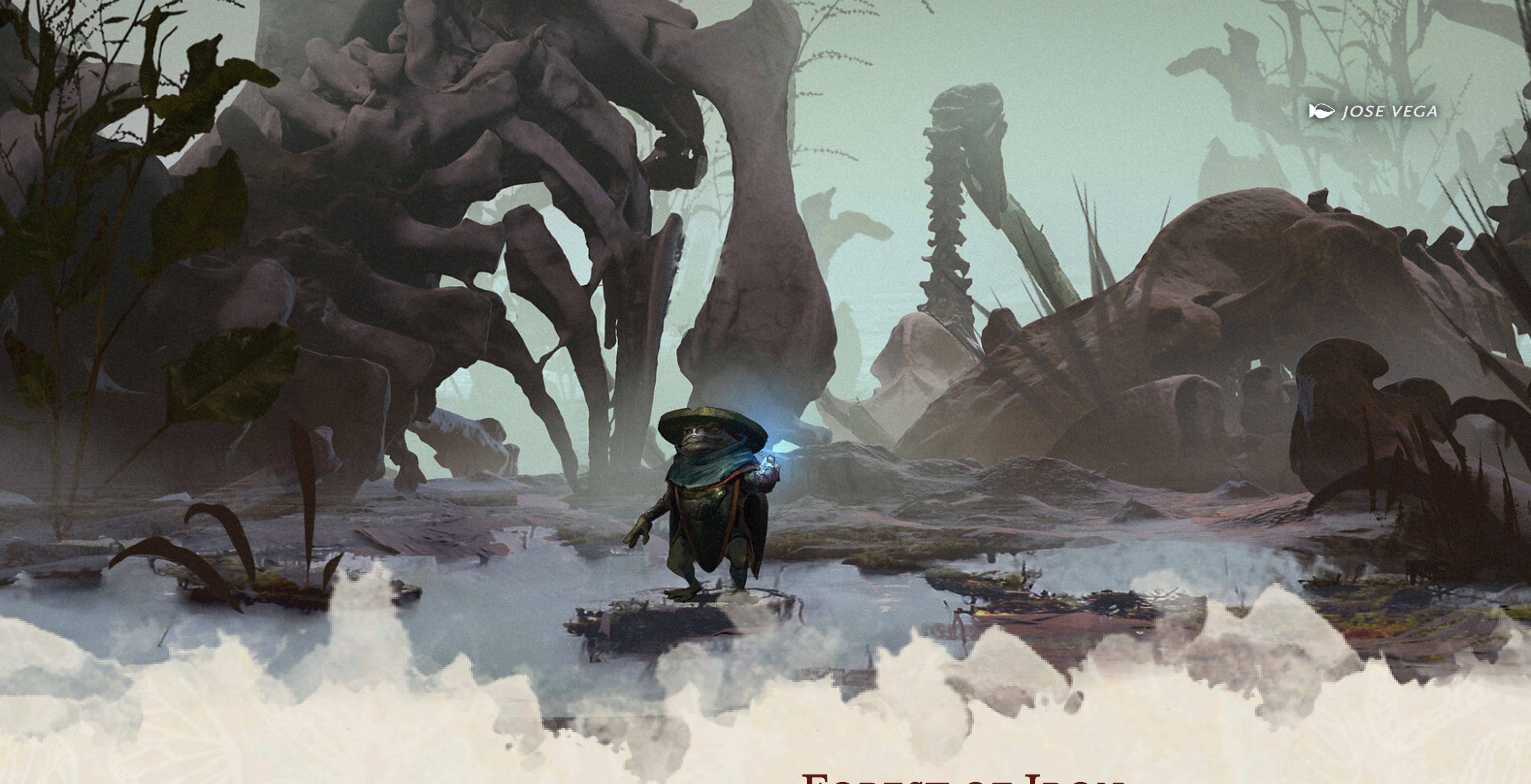


JOSE VEGA

CALAMITY GRAVEYARD

The Calamity Graveyard is a large pit of tar that contains bones from Calamity Beasts killed during the war of cinders. Squirrelfok draw their necromantic powers from here, and harvest special *Corpseberries* that grow in the skeletal remains.

FOREST OF IRON

The Forest of Iron is a forest of ancient, petrified ash trees made of iron hidden within a deep fissure. The trees still grow, their branches becoming sharp and pointed while their bark oxidizes into rust. The forest is an important source of iron for armor and weapons. The thicker the tree, the more pure the metal towards the center is, with each "tree ring" containing more and more impurities — the most ancient trees have cores of pure steel. The forest is a site of pilgrimage for lizardfolk.

OTHER LOCATIONS

Valley is full of a number of other villages, towns, ruins, and places of wonder. Adventure awaits!

JAKOB EIRICH

CREATE YOUR CHARACTER

When you make your D&D character, you have an array of options in the *Player's Handbook* to create the sort of adventurer you want. When you create an adventurer for a Bloomburrow adventure or campaign, use the options presented in this chapter.

CHOOSE A CLASS

Characters of any class from the *Player's Handbook* can be found in Bloomburrow. Chapter 5 provides ideas and guidelines for how your class fits into Bloomburrow, and presents new and updated subclass options.

The subclasses presented in chapter 5 are designed for use with the Revised *Player's Handbook* (2024). If you are using a class from an older book, work with your DM to determine the appropriate character level to gain the subclass features from a subclass in this guide.

DETERMINE ORIGIN

Determining your character's origin involves choosing a background, a species, and two languages. When making those choices, you choose from the options presented in this chapter instead of those in the *Player's Handbook*.

CHOOSE A BACKGROUND

When you choose a background, choose an option presented in chapter 6. If you're having trouble choosing a background, the Ability Scores and Backgrounds table shows which backgrounds benefit which ability scores. Look for your class's primary ability there.

ABILITY SCORES AND BACKGROUNDS

Ability	Backgrounds
Strength	Artisan, Entertainer, Farmer, Fisher, Guard, Noble, Sailor, Soldier
Dexterity	Artisan, Criminal, Entertainer, Fortune Teller, Guide, Sailor, Scavenger, Soldier
Constitution	Archivist, Caretaker, Cook, Criminal, Farmer, Fisher, Guide, Merchant, Soldier
Wisdom	Acolyte, Archivist, Caretaker, Cook, Farmer, Fisher, Fortune Teller, Guard, Guide, Innkeeper, Sailor, Scavenger
Intelligence	Acolyte, Archivist, Artisan, Cook, Criminal, Guard, Innkeeper, Merchant, Noble
Charisma	Acolyte, Caretaker, Entertainer, Fortune Teller, Innkeeper, Merchant, Noble, Scavenger

OTHER BACKGROUNDS

At the DM's discretion, if your character is a visitor to Bloomburrow from another plane of existence, you can choose a background option from another book. If that background doesn't include ability score adjustments, adjust your ability scores by increasing one score by 2 and another by 1, or increase three scores by 1. None of these increases can increase a score above 20. Also, if the background you choose doesn't provide a feat, you gain an Origin feat of your choice (see chapter 7).

CHOOSE A SPECIES

When you choose a species for you character, choose from the species options presented in chapter 4.

Even if your character is native to another plane of existence, all sapient species are transformed into one of the animalfolk species of Bloomburrow when they arrive. If your character was originally a member of a different species, they now possess only their animalfolk species' traits.

CHOOSE LANGUAGES

Bloomburrow is not a plane with a large variety of languages, unlike most D&D worlds. Your character knows Common, the language spoken by all the animalfolk in Valley.

Some features allow a character to learn a secret language. Druidic exists on Bloomburrow as the creaking language of the Barkform and plants. Thieves' Cant is a kind of coded jargon used by Valley's bandits and criminals.

JEFF CARPENTER

NARENDRA BINTARA ADI

SPECIES

WHEN YOU CHOOSE YOUR character's species, choose one of the species presented in this chapter. Even if your character is from another plane of existence, all sapient creatures are magically transformed into one of Bloomburrow's animalfolk species when they arrive.

PARTS OF A SPECIES

A species includes the following parts

Creature Type. A character's species determines the character's creature type. Creature types don't have rules themselves, but some rules in the game affect creatures of certain types in different ways. The animalfolk species in this chapter are Humanoid, despite being non-humanoid animals, for the purpose of mechanical game balance.

Size. Your character's species determines the character's Size. The listed Size is a representation of the space the creature controls in combat, not necessarily their height. The actual height of a species in this chapter is listed after the species' Size.

Speed Your character's species determines the character's Speed.

Special Traits. Each species gives a character special traits—unique characteristics based on the species' physiology or magical nature.

ABILITY SCORES

Species in this chapter do not grant ability score adjustments. Those adjustments are instead offered by your choice of background.

LANGUAGES

Your character can speak, read, and write Common.

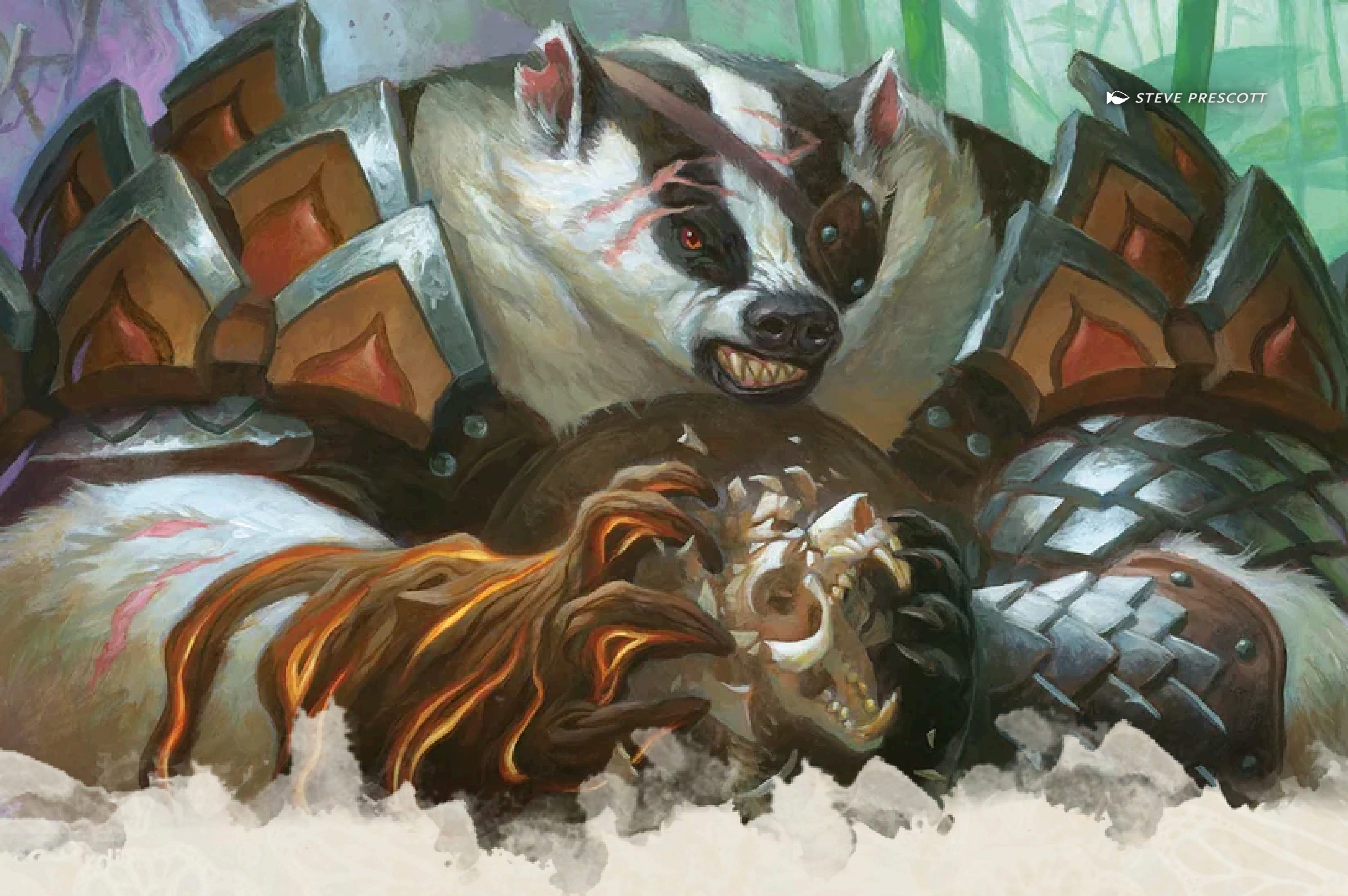
LIFE SPAN

The typical life span of a player character in the Bloomburrow is about a century, assuming the character doesn't meet a violent end on an adventure. A species in this chapter tells you if it has an atypical life span.

SPECIES DESCRIPTIONS

Sixteen species are presented in this chapter in alphabetical order:

- Badgerfolk
- Barkform
- Batfolk
- Beaverfolk
- Birdfolk
- Bonebound
- Frogfolk
- Lizardfolk
- Molefolk
- Mousefolk
- Otterfolk
- Rabbitfolk
- Raccoonfolk
- Ratfolk
- Skunkfolk
- Squirrelfolk



Badgerfolk

Badgerfolk are among the less common animalfolk in Valley, and little is known of their culture. Solitary by nature, most Badgerfolk are unlikely to know much about their history either, and are unlikely to have met other Badgerfolk in their youth. Badgerfolk are also among the largest animalfolk, towering over others.

Typicaly Personalities

Badgerfolk have a sinister reputation of violence and aggression, but this untrue; while Badgerfolk can be formidable, they are simple and peaceable by nature, mostly keeping to themselves to forage and hunt. They are slow to trust, but when their trust can be earned, they prove most loyal companions.

Structures and Settlements

Badgerfolk aren't known to settle down as other animalfolk do, and are content to live off the land and wander for their entire lives.

Role in Valley

Badgerfolk's menacing size and reputation means they can easily find work as guards, soldiers, and mercenaries. But their natural disposition leads many to become druids at home in nature, or guides to weary travelers.

Badgerfolk Traits

Creature Type: Humanoid
Size: Medium (about 1.5–3 feet tall)
Speed: 30 feet

As a Badgerfolk, you have these special traits.

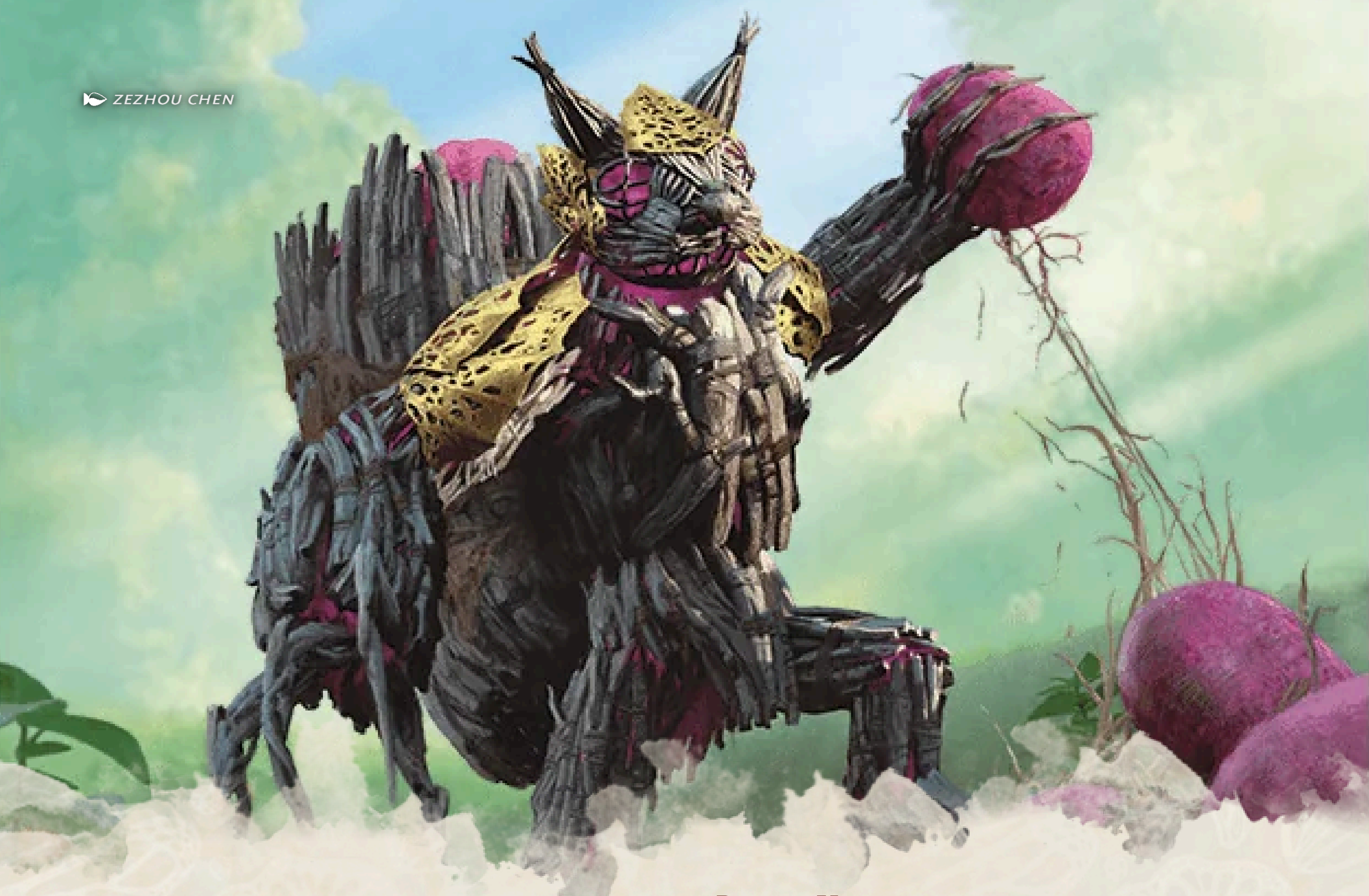
Bite. You can use your fanged maw to make Unarmed Strikes. When you hit with it and deal damage, you deal Piercing damage equal to 1d6 + your Strength modifier, instead of the normal damage of an Unarmed Strike.

Burrowing. You have a Burrow Speed of 5 feet.

Darkvision. You have Darkvision with a range of 60 feet.

Keen Senses. You have proficiency in the Perception skill.

Poison Resilience. You have Resistance to Poison damage. You also have Advantage on saving throws you make to avoid or end the Poisoned condition.



Barkform

Barkforms are living plants, constructs of bark and leaves and stems. They can have a wide range of appearances; many appear as insects, while others take shapes that seem to be inspired by the animalfolk.

No one knows the nature or origin of the Barkforms. Some believe they are natural denizes of Valley, while others believe they are the result of old Weaving magic.

Typicaly Personalities

Barkform are stoic and slow to communicate, if they communicate at all. They have little concepts of etiquette or ownership, and have terrified many a farmer by simply harvesting their crop. Some Barkforms are known to be benevolent, however, as the Mousefolk train simpler Barkforms as steeds and guardians.

Role in Valley

Barkforms are a mystery, but are unlikely to be found in Valley society. They are normally found in the untamed places of Valley, or even the Brambles outside it.

Barkform Traits

Creature Type: Plant
Size: Medium (about 1-3 feet tall) or Small (about 3–11 inches tall), chosen when you select this species
Speed: 30 feet

As a Barkform, you have these special traits.

Barkskin. While you aren't wearing armor, your base AC is 16.

Extra Language. You know Druidic.

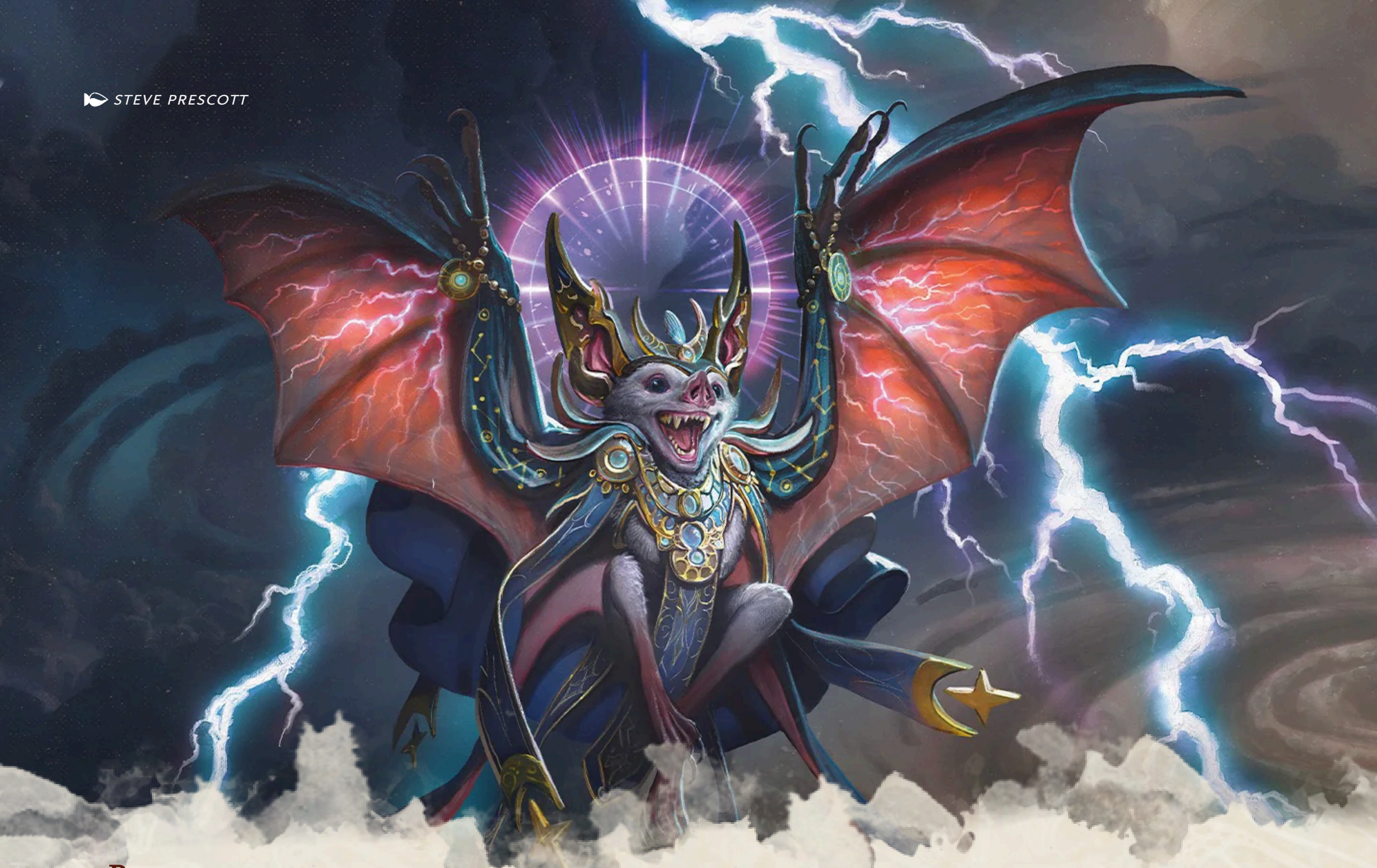
Flammable. When you take Fire damage, you start burning.*

Life Span. You are immune to the effects of aging and can't be aged magically.

Plant Camouflage. You can take the Hide action even when you are obscured only by foliage, heavy rain, falling snow, mist, and other natural phenomena. You also have Advantage on Dexterity (Stealth) checks you make in forest terrain.

Sleeplessness. You don't need to sleep and can remain conscious during a Long Rest, though you must still refrain from strenuous activity to gain the benefit of the rest.

* *See the Rules Glossary*



BATFOLK

Batfolk are eccentric and mysterious nocturnal defenders. Superstitious, kind, and ferociously protective, batfolk have a strong sense of loyalty, tradition, and order. Batfolk communities are defined by rigid roles, as they look to the predictable certainty of the moon and stars, using the patterns of the night sky to direct their choices and fuel their magics. At their best, batfolk are dependable and loyal protectors with strong ties to their compatriots. At their worst, batfolk are obtuse, adhering overly rigidly to hierarchies and order.

TYPICAL PERSONALITIES

Batfolk community consists of rigid roles and clearly defined hierarchies. Leaders of the larger community are a mixture of magic practitioners, spiritual leaders, and martial veterans. Individual batfolk are frequently solitary; they can be found flying out alone on patrols or engaging in quiet study. Being nocturnal, they interact less frequently with the other denizens of Valley and are often viewed as aloof and enigmatic.

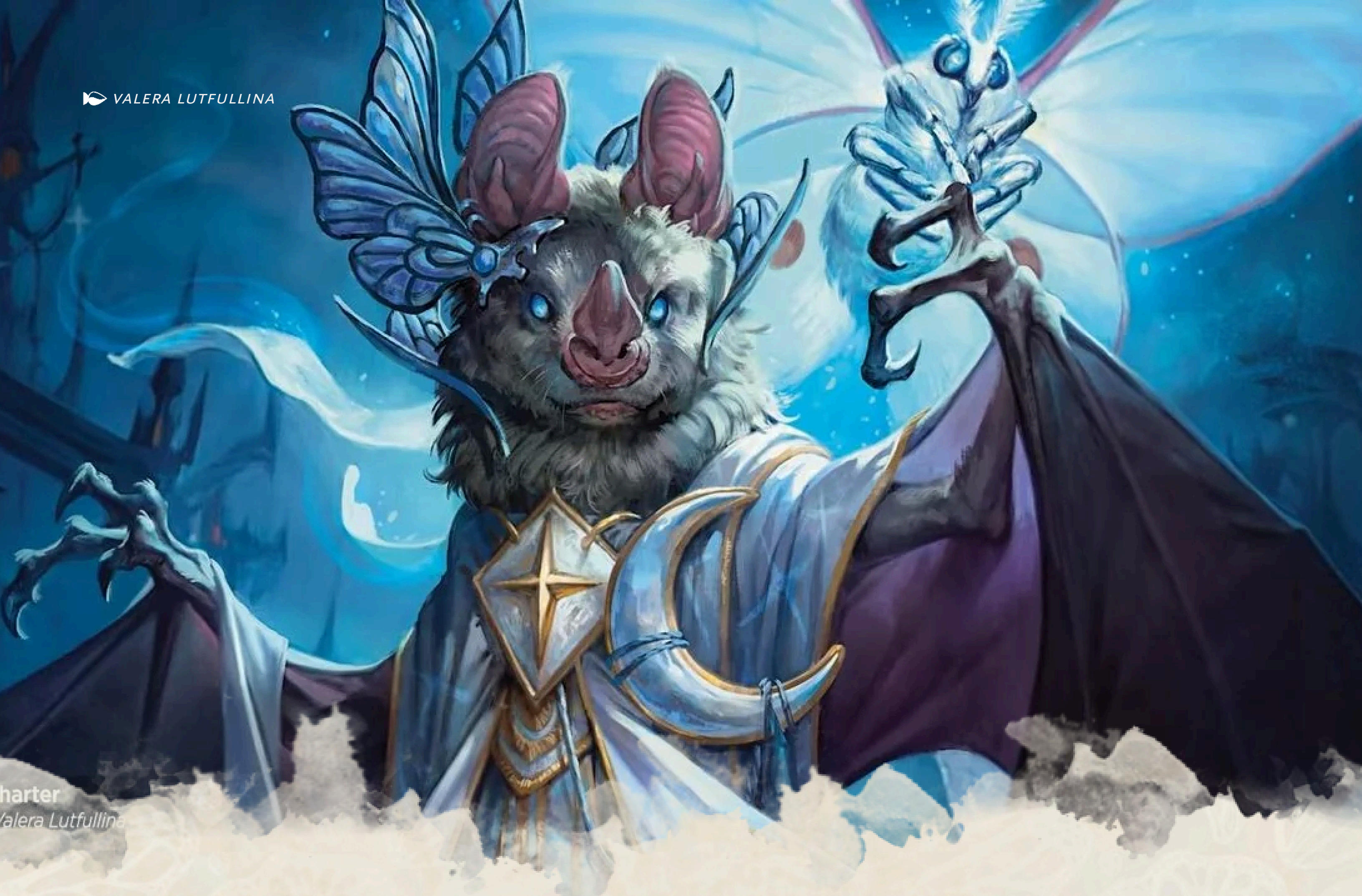
Fortune-telling and star reading are popular batfolk hobbies, which often perpetuates their detached eccentricity. Even within batfolk communities, there are still some who are more on the eccentric side, those inclined toward adventure or those that cast off their predetermined path. These batfolk are called Drifting Stars and are regarded with a mixture of fascination and frustration by the community at large.

NIGHT KEEPERS

Batfolk are the protectors of Valley during the evening hours when other animals are asleep. One of the core beliefs of batfolk is the understanding that in all things there is balance. There cannot be night without day, light without shadow, or life without death. Because batfolk often take on the responsibility of nocturnal safety and watch alone, they request lifeforce from the animalfolk of the day to fuel their protection.

WEAVING

Batfolk magic is related to the stars and night sky that they worship, leading to magic that shakes the world when they cast it by channeling the power of the cosmos and beyond. Batfolk also sing as part of casting, which can cause auditory damage as they chant. Batfolk sometimes dabble in minor augury, though their concerns as seers are too far in the future for it to matter to many animalfolk.



VALERA LUTFULLINA

Structures and Settlements

Batfolk homes are elaborate and intricate structures that hang from and are built into trees, smooth swooping shapes decorated with hanging star lights and intricate spires. They draw upon the firmament for inspiration, with grand sweeping architecture that resembles the phases of the moon and interiors decorated with astrolabes.

Role in Valley

Batfolk are the nocturnal protectors of Valley as well as organizers of celebrations and rituals throughout Valley. They can often be found as clerics and musicians, often taking the night shift. It's uncommon for batfolk to join in adventuring groups, but their desire to protect the denizens of Valley can motivate them to participate in dangerous missions. When they do join, batfolk have no qualms stepping into whatever role a party might need, from armored warriors to warlocks whose magic can shape the flow of battle.

Batfolk Traits

Creature Type: Humanoid
Size: Small (about 2–11 inches tall)
Speed: 25 feet

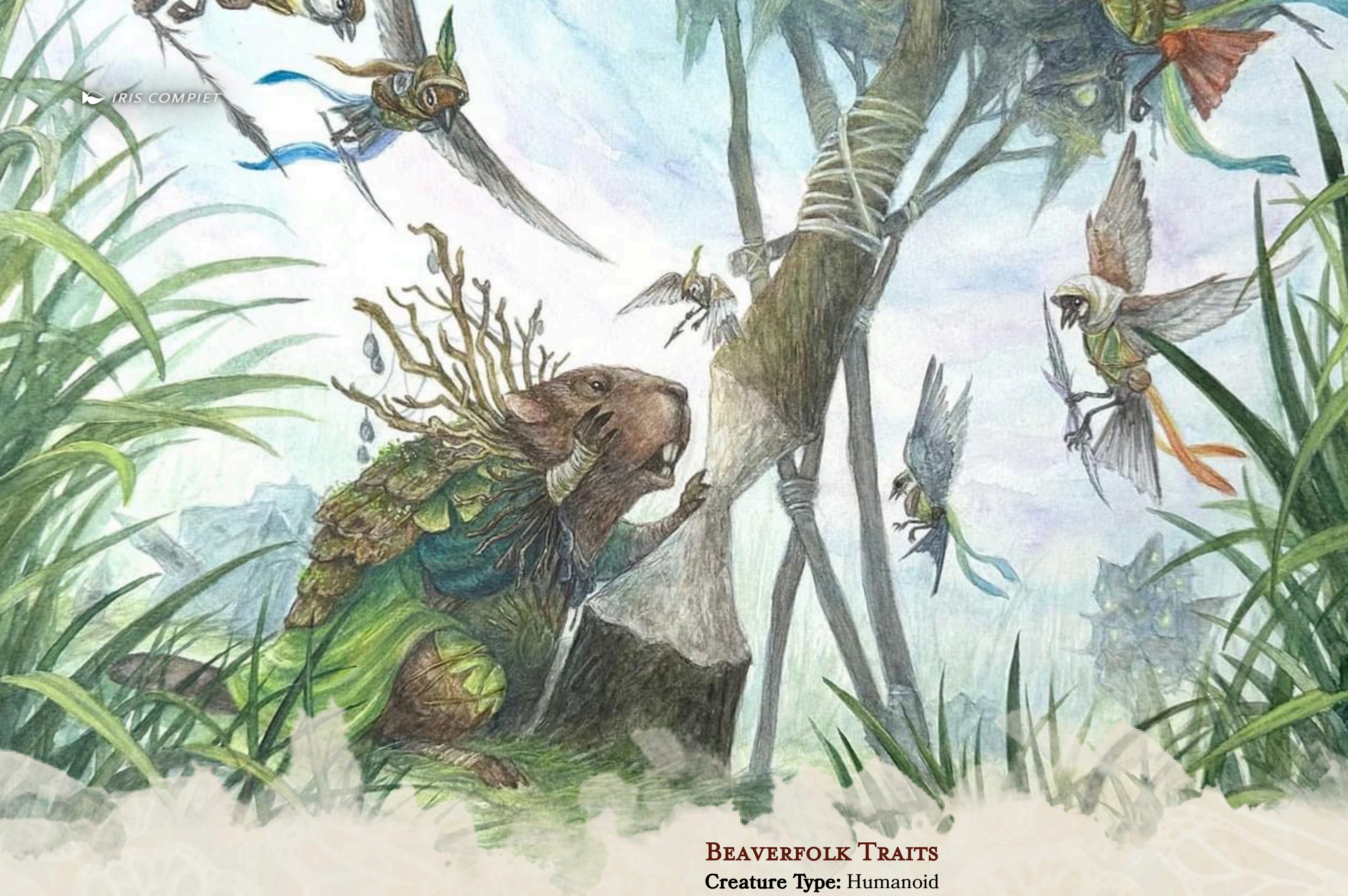
As a Batfolk, you have these special traits.

Channel Essence. As a Magic action, you can drain life energy from a willing creature, or one that has the Grappled, Incapacitated, or Restrained condition. The target must succeed on a Constitution saving throw (DC 8 plus your Constitution modifier and Proficiency Bonus) or take Necrotic damage equal to 1d6 plus your Constitution modifier. You gain Temporary Hit Points equal to the Necrotic damage taken.

Echolocation. As a Bonus Action, you gain Blindsight with a range of 15 feet for 1 minute. You can't use this Blindsight if you have the Deafened condition or if you can't speak.

You can use this trait a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Flight. Because of your wings, you have a Fly Speed equal to your Speed. You can't use this Fly Speed if you're wearing medium or heavy armor.


IRIS COMPIET

Beaverfolk

The Beaverfolk of Valley are extremely rare; a given community might only know of a single Beaverfolk. In seasons past, it is believed that some Beaverfolk might have helped to lay the foundations of many cities, but in the modern day, Beaverfolk are instead known for their instinctive habit of gnawing on wood and potentially causing destruction.

Structures and Settlements

Beaverfolk live in small family units, and usually make their wooden homes in or near dams they construct along the tributaries of the Long River.

Role in Valley

Despite their reputation for accidental destruction, many villages are happy to employ Beaverfolk as a local carpenter or handyman. Their powerful jaws can also be intimidating and dangerous, and some Beaverfolk put this to use as guards or mercenaries.

Beaverfolk Traits

Creature Type: Humanoid
Size: Medium (about 2.5–3 feet tall)
Speed: 30 feet

As a Beaverfolk, you have these special traits.

Bite. You can use your elongated teeth to make Unarmed Strikes. When you hit with them and deal damage, you deal Piercing damage equal to 1d6 plus your Strength modifier, instead of the normal damage of an Unarmed Strike.

Hold Breath. You can hold your breath for 1 hour.

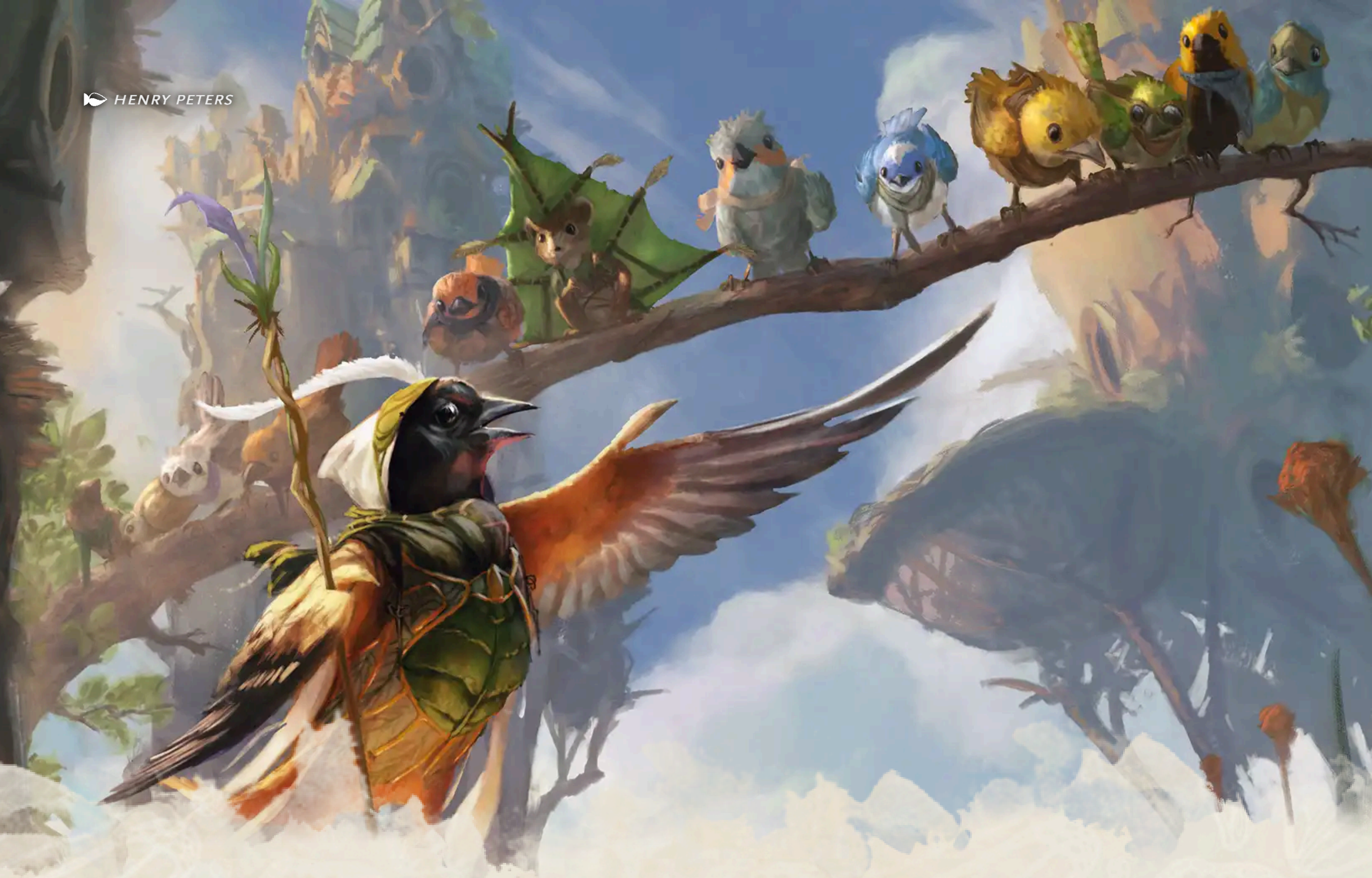
Siege Monster. You deal double damage to objects and structures.

Swimming. You have a Swim Speed equal to your Speed.

Tail Slam. When you take the Attack action on your turn, you can replace one of your attacks with a slam of your tail on the ground or a liquid surface. Each creature in within 10 feet of you that doesn't have the Deafened condition must make a Constitution saving throw (DC 8 plus your Strength modifier and Proficiency Bonus). On a failed save, a creature takes 1d8 Thunder damage and has the Deafened condition until the end of its next turn. On a successful save, a creature takes half as much damage and suffers no other effects. This damage increases by 1d8 when you reach character levels 5 (2d8), 11 (3d8) and 17 (4d8).

You can use this trait a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Woodcarver. You have proficiency with Carpenter's Tools or Woodcarver's Tools.



Birdfolk

The skies of Valley are home to flocks of birdfolk who are as diverse in coloration as they are in personality. Birdfolk help connect the animalfolk to one another, carrying mail, delivering aid, and even transporting other animals across Valley. At their best, birdfolk are chivalrous, stalwart, and selfless. At their worst, birdfolk are self-important, stubborn, and patronizing.

Typical Personalities

Birdfolk are raised to be staunch idealists. They stick up for those animalfolk that are weaker than them and never look away from injustice, no matter the perpetrator.

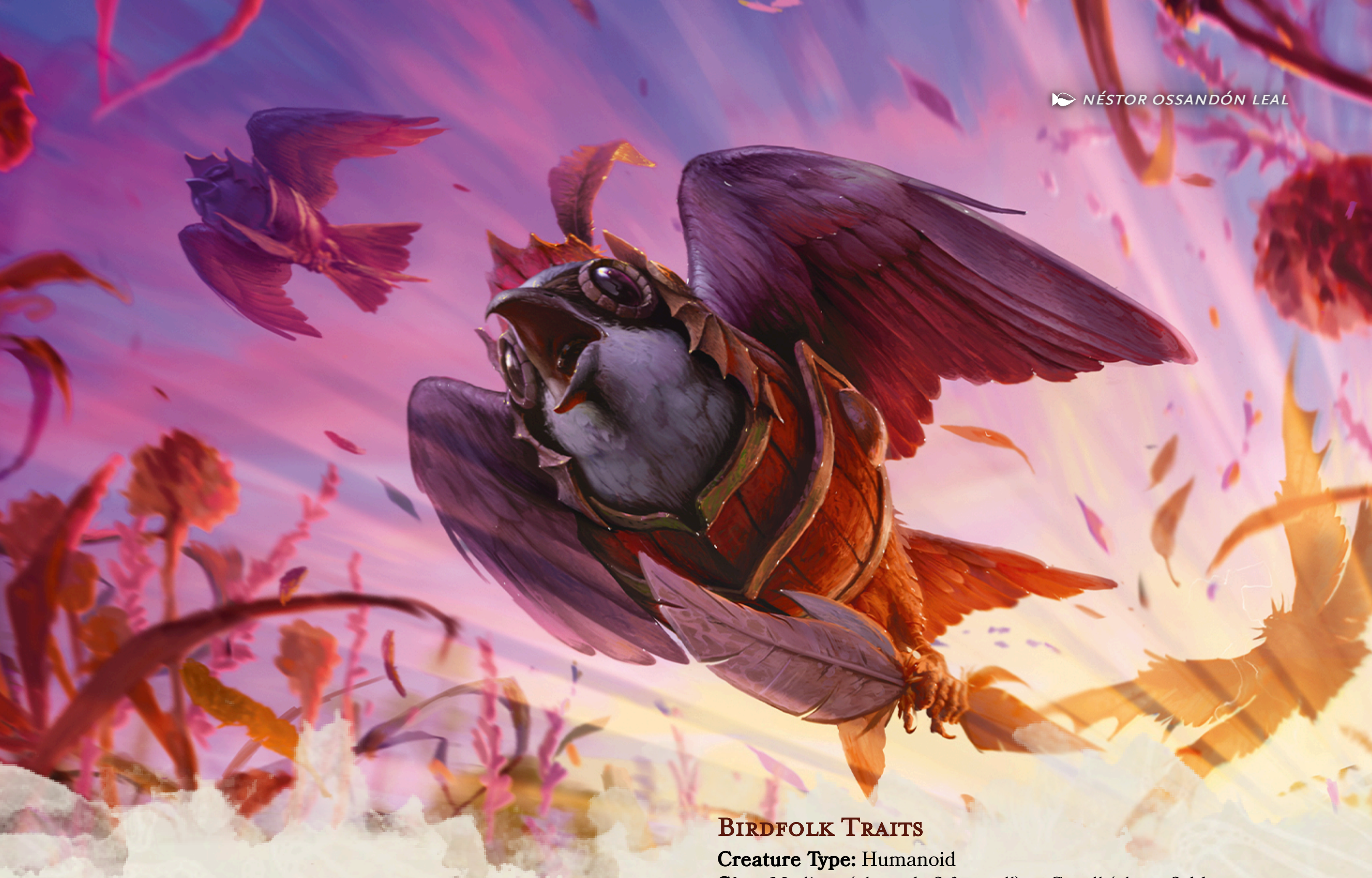
Birdfolk are highly concerned with their physical appearance and social status. They preen their feathers and decorate their outfits to express their personal glories and to reflect their heritage. Birdfolk in larger villages will even congregate at specific times, in bath houses called preeneries, to take a break from their work and keep up their appearances.

Weaving

Birdfolk magic is primarily for aiding and supporting their allies on adventures. Birdfolk learn magic early on in their lives, typically taught by an elder that they purposefully seek out to learn from. Alongside their academic teachings comes an ethical framework, The Wingbeat Way, which instills a lifelong commitment to use their magic for the common good.

Structures and Settlements

Birdfolk houses are known as Perches. Typically, they are found either high up in trees or on stilts that rise high above the grass, providing good sightlines onto the world below. A home is often passed around between many different birdfolk and their doors are left open to provide immediate shelter for any animalfolk in danger.


NÉSTOR OSSANDÓN LEAL

Role in Valley

Birdfolk are incredibly collaborative and adventurous. They prefer to take the role of inspiring healers, knightly frontliners, or aerial scouts. Their confidence leads them to find roles as project leaders and diplomats.

Birdfolk Traits

Creature Type: Humanoid
Size: Medium (about 1–3 feet tall) or Small (about 3-11 inches tall), chosen when you select this species
Speed: 30 feet

As a Birdfolk, you have these special traits.

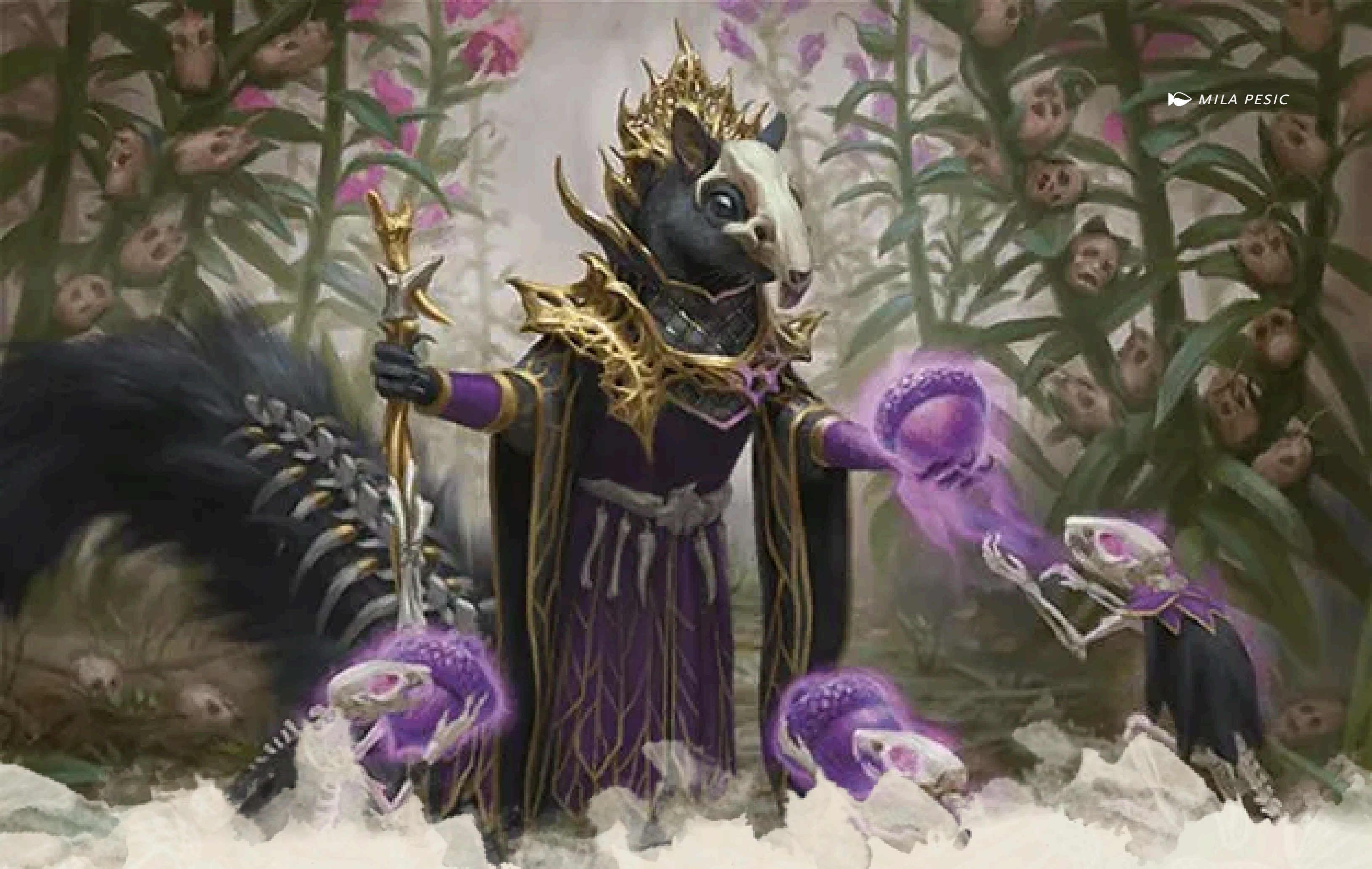
Beak. You can use your sharp beak to make Unarmed Strikes. When you hit with it and deal damage, you deal Piercing damage equal to 1d6 plus your Strength modifier, instead of the normal damage of an Unarmed Strike.

Flight. Because of your wings, you have a Fly Speed equal to your Speed. You can't use this Fly Speed if you're wearing medium or heavy armor, or if you're wielding an object in both hands.

Birdfolk Lineage. You are part of a lineage that grants you certain physical abilities. Choose a lineage from the Birdfolk Lineages table. You gain the benefit of that lineage.

Birdfolk Lineages

Lineage	Benefit
Corvid	You can accurately mimic sounds you have heard, including voices. A creature that hears the sounds you make can tell they are imitations only with a successful Wisdom (Insight) check (DC 8 plus your Charisma modifier and Proficiency Bonus)
Owl	You have proficiency in the Stealth skill.
Passerine	You can move through the space of any creature that is a size larger than you, but you can't stop in the same space.
Songbird	You know the *Friends* cantrip. Intelligence, Wisdom, or Charisma is your spellcasting ability for it (choose the ability when you select this lineage)
Waterbird	You have a Swim Speed equal to your Speed.



Bonebound

The Bonebound are only spoken of in whispers by the animalfolk of Valley. They are the skeletal remains of long dead animalfolk, reanimated as Undead.

It is well known that Squirrelfolk have the ability to raise undead servants, but these powers are mostly reserved for insects, or for the Calamity Beasts from which the Squirrelfolk draw magic. The act of raising a dead animalfolk is considered taboo even among the Squirrelfolk themselves. Still, some practice the art, especially the Squirrelfolk known as the Belladona, a secretive order that wants to reclaim the world for nature.

While most Bonebound are mindless servants, particularly powerful magic, or spells influenced by Calamity Beasts or Omenpaths, might lead to the creation of a Bonebound that retains its sentience and memories.

Role in Valley

Bonebound are not welcome in Valley society, and are instead found on its outskirts. They are most often servants of a Squirrelfolk Necromancer, but free-minded Bonebound scavenge roads and resort to monstrous banditry.

Bonebound Traits

Creature Type: Undead
Size: Medium (about 1-3 feet tall) or Small (about 3–11 inches tall), chosen when you select this species
Speed: 25 feet

As a Bonebound, you have these special traits.

Darkvision. You have Darkvision with a range of 60 feet.

Bludgeoning Vulnerability. You have Vulnerability to Bludgeoning damage.

Life Span. You are immune to the effects of aging and can't be aged magically.

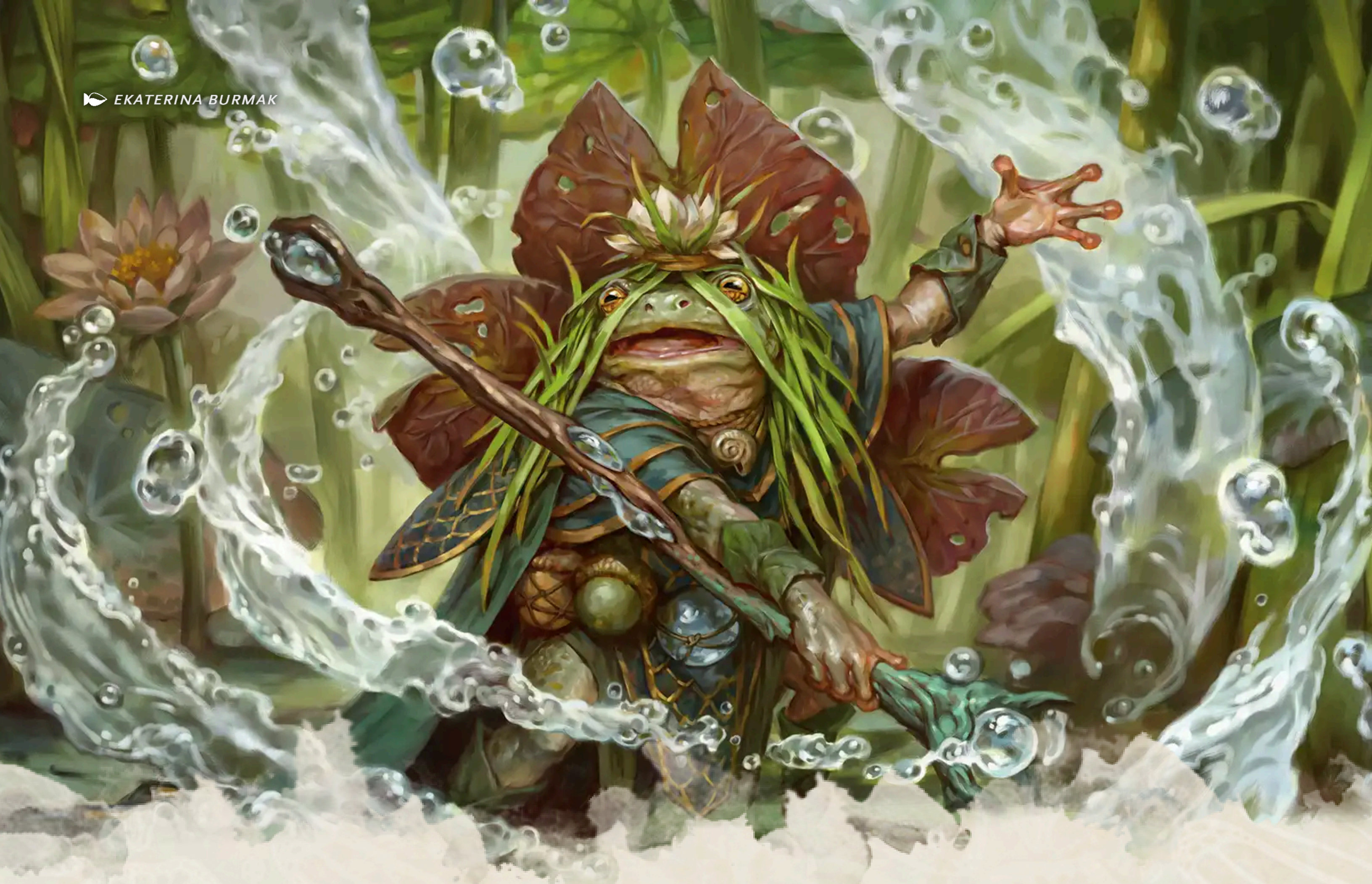
Poison Resilience. You have Resistance to Poison damage. You also have Advantage on saving throws you make to avoid or end the Poisoned condition.

Relentless Endurance. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. Once you use this feature, you can't do so again until you finish a Long Rest.

Sleeplessness. You don't need to sleep and can remain conscious during a Long Rest, though you must still refrain from strenuous activity to gain the benefit of the rest.

Undead Legacy. You were once a member of another species. Choose another species in this chapter. You gain the benefit of any skill proficiency and any Climb or Swim Speed granted by that species' traits.

Unusual Nature. You have immunity to disease, and you don't need to eat, drink, or breathe.



Frogfolk

Frogfolk are skilled augurs and highly knowledgeable elementalists, their curiosity driving them to learn and discover more about the natural world throughout their life. At their best frogfolk are thoughtful and knowledgeable. At their worst frogfolk are fatalistic and disinclined to collaborate with others.

Typical Personalities

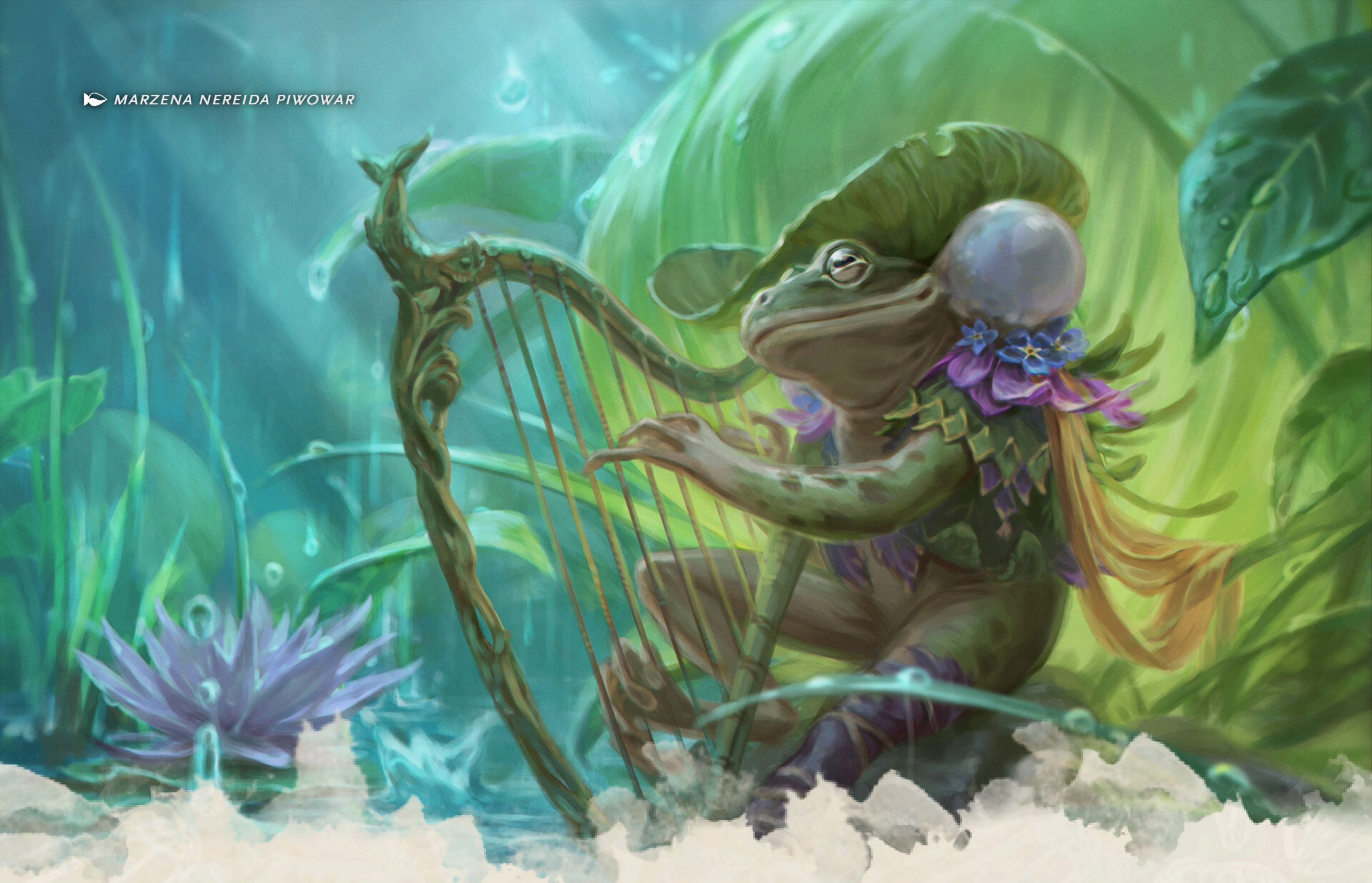
Frogfolk have a pessimistic and fatalistic outlook on life. Even those who are not augurs still internalize the frequent predictions of Valley's doom and feel haunted by the possibility of a terrible future they cannot escape. It's common for frogfolk to have a tendency towards the dramatic, exaggerating tales of their inevitable doom or jumping to the worst possible scenario even when the outcome is unclear.

Augury and Calamity

Frogfolk's unique augury helps manipulate Calamity Beasts and mitigate potential destruction. Their skills are honed through developing a strong, intuitive understanding of the needs and balance of the natural world and by analysis of prior Calamity paths to anticipate upcoming migration patterns. At a basic level, frogfolk augurs can see the general shape of the future but cannot anticipate changes. Adept augurs can see exact movements seconds or even minutes in advance. Frogfolk augurs will plan to move entire villages, dam rivers, to send adventurers out to draw a Calamity Beast's attention in order to prevent large-scale damage.

Agroforestry and Foraging

Frogfolk maintain a uniquely symbiotic relationship with the land they live on, preferring to slowly shape the direction of plant growth and maintain a complex ecosystem rather than utilize traditional farming methods. Frogfolk don't plant crops, but rather change the environment around them to encourage certain flora to grow. They may carve out terraced shelves into a hill and flood them to grow cranberries or rice, or build a roof to protect fragile plants from withering under the sun. Frogfolk have round homes that are clustered together on the edges of the water.



MARZENA NEREIDA PIWOWAR

WEAVING

Frogfolk magic revolves around the use of water, something they always carry at their sides in some way or another. Flinging droplets or causing a wave of water are common spells.

ROLE IN VALLEY

Frogfolk play a key role at the start of an adventure or battle. Adventuring parties may speak with a frogfolk augur before embarking on a journey, or mousefolk knights may consult on predictions before a battle with a Calamity Beast. The most talented diviners use their skills to predict the actions of the Calamity Beasts and the resulting changes in seasons, which is invaluable to the daily life and survival of all in Valley. Many frogfolk consult on questions related to agriculture and ecology of the region.

FROGFOLK TRAITS

Creature Type: Humanoid
Size: Small (about 2–6 inches tall)
Speed: 25 feet

As a Frogfolk, you have these special traits.

Amphibious. You can breathe air and water.

Darkvision. You have Darkvision with a range of 60 feet.

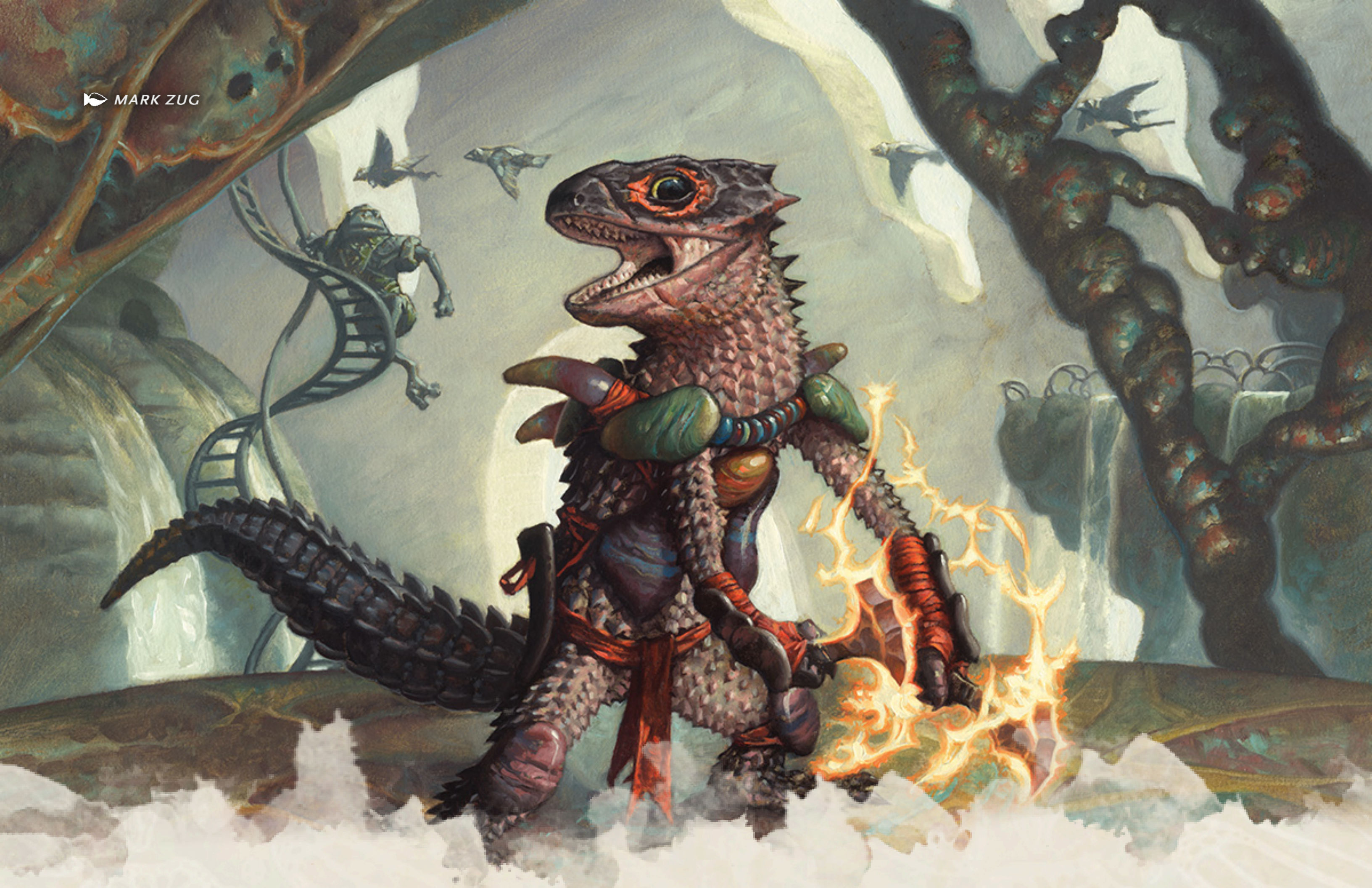
Keen Senses. You have proficiency in the Perception skill.

Standing Leap. As a Bonus Action, you can jump a number of feet equal to five times your Proficiency Bonus, without provoking Opportunity Attacks. You can use this trait only if your speed is greater than 0.

You can use this trait a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Swimming. You have a Swim Speed equal to your Speed.

Tongue. You can use your elongated tongue to grapple. As a Bonus Action, target one Medium or smaller creature that you can see within 10 feet of you. The target must succeed on a Strength or Dexterity saving throw (it chooses), or it is pulled up to 5 feet closer to you and has the Grappled condition. The DC for the saving throw and any escape attempts equals 8 plus your Strength modifier and Proficiency Bonus.



MARK ZUG

Lizardfolk

Lizardfolk are the only animalfolk that are not native to Valley. Many seasons ago, lizardfolk populated Valley's few shaley hills and rocky ravines, which best resemble the habitats of their homelands. They are industrious and cantankerous fire-worshippers who live life at their own pace and contribute to Valley as they please. To other animalfolk, they can come across as uncooperative and grumpy, but their enthusiasm and zeal for adventure is the foundation of any great adventuring party. At their best, lizardfolk are passionate, resilient, and direct. At their worst, lizardfolk are moody, aggressive, and cruel.

Typical Personalities

Lizardfolk are gruffer and more standoffish and don't have the same expectations of hospitality and personability that other animalfolk of Valley emphasize. Their different cultural expectations shouldn't be taken as meanness or a lack of empathy, however. Lizardfolk are willing to pitch in any way they can, their actions just lack a veneer of niceness.

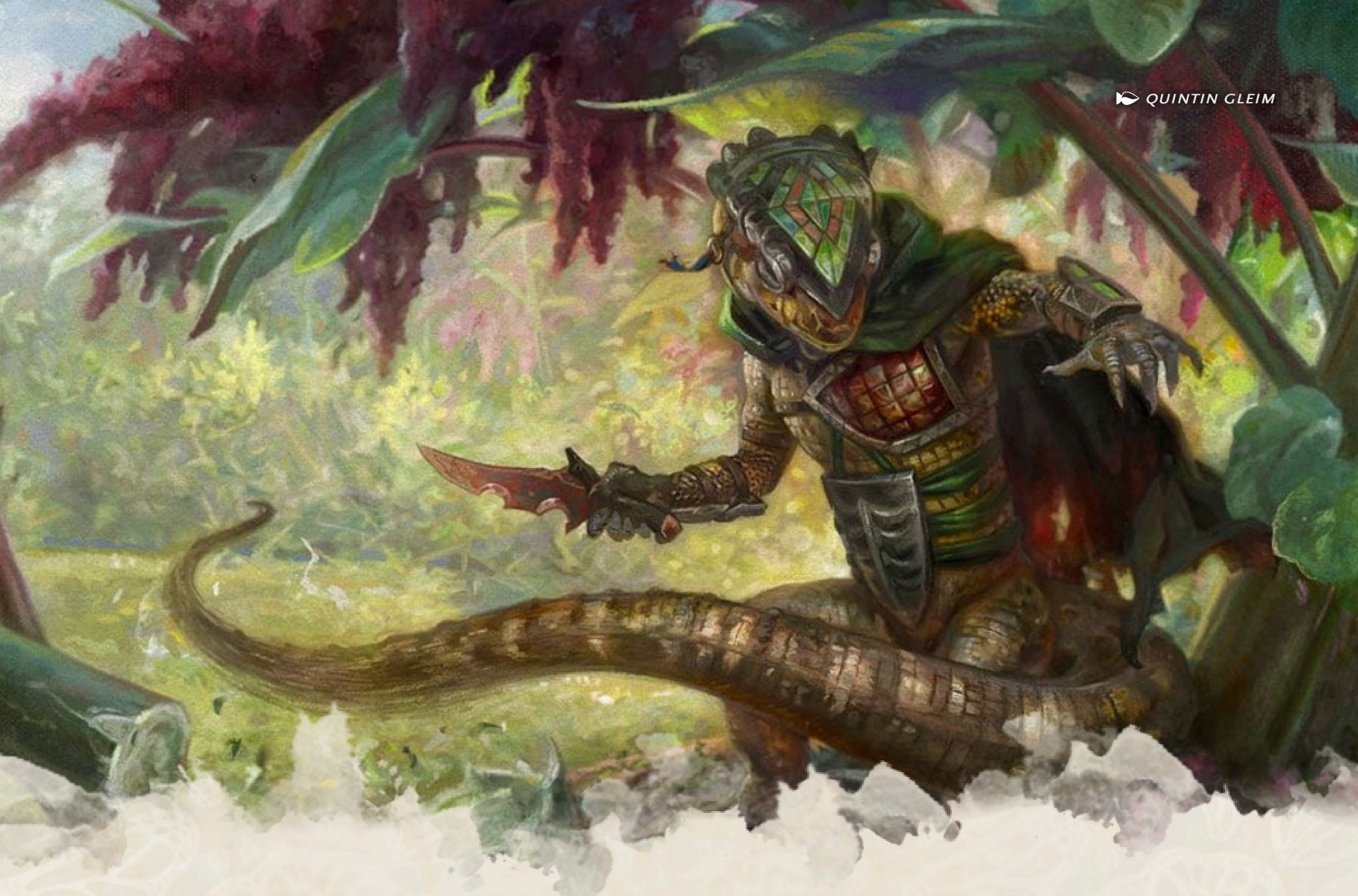
Due to their cold blood, they typically rest when not performing necessary tasks, storing up energy for later. If a lizardfolk sunbathes too much, they'll get twitchy and overloaded, causing them to rush around erratically as they look for an outlet for their energy.

Hearthflame

Fire is central to the lives of lizardfolk. Not only does fire have an emotional meaning, but it also functions as heat reserves when sunbathing isn't an option. Every lizardfolk community has a central fire source, whether it is a village hearth, a mystical ember, or a forge. Rituals, like dancing, singing, or just basking in front of their community furnace or the one in their home, are part of everyday lizardfolk life. There is a spiritual nature to this practice, which originated in far-off communities and was brought to Valley. In large villages or cities where lizardfolk live among other animalfolk species, many smaller fire sources will be built instead, so that lizardfolk are never too far away from light and heat.

Artistic Prodigies

Lizardfolk culture encourages artistic expression from a young age, primarily through metalwork, but also with fabrics and paints. Their outlook on art is unique among animalfolk species, as they value not just the creation of art, but also its destruction. Lizardfolk art is meant to decay, fall apart, or be burned, sometimes immediately after its creation.



QUINTIN GLEIM

Weaving

Lizardfolk magic typically revolves around the use of fire, from lighting torches to casting massive fireballs. Their fire magic can also be used to scorch their foes.

Structures and Settlements

Lizardfolk homes are built into cliffs or hewn from stone and metal, with flat roofs to encourage sunbathing. No lizardfolk home is ever undecorated, and homes are frequently built around works of art rather than art pieces being created after the fact as decoration.

Role in Valley

Lizardfolk are at their element when thick in the fray as either fiery shamans or sneaky assassins. Sometimes more combative lizardfolk can become frenzied or bloodthirsty. Lizardfolk also find work as blacksmiths and artisans, passing those skills down to other animalfolk with gruff, dangerous, but ultimately exciting teaching methods.

Lizardfolk Traits

Creature Type: Humanoid
Size: Small (about 1–6 inches tall)
Speed: 25 feet

As a Lizardfolk, you have these special traits.

Adrenaline Rush. You can take the Dash action as a Bonus action. When you do so, you gain a number of Temporary Hit Points equal to your Proficiency Bonus.

You can use this trait a number of times equal to your Proficiency Bonus, you regain all expended uses when you finish a Short or Long Rest.

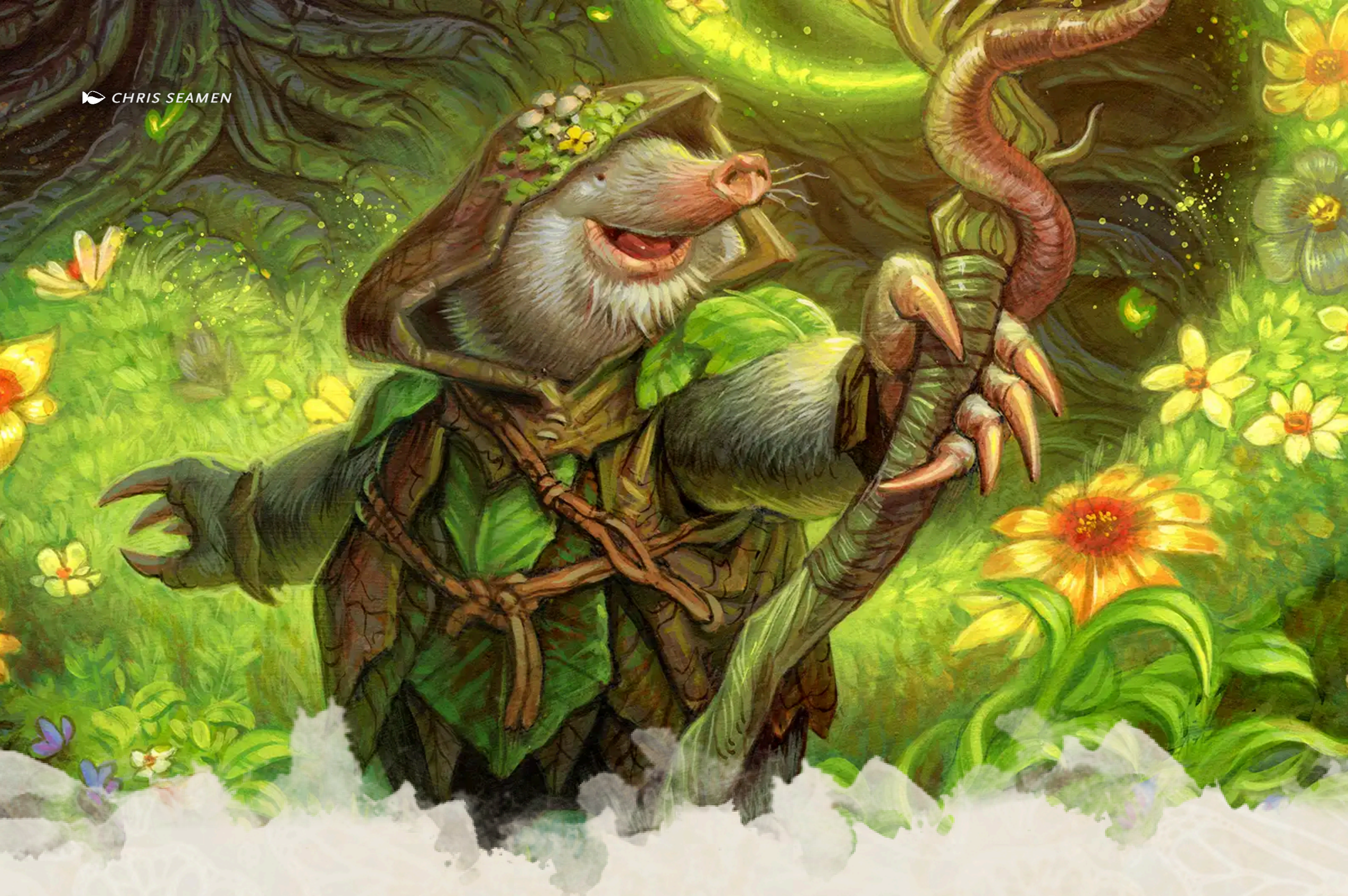
Artistic Prodigy. When you make an ability check that uses an Artisan's Tool with which you have proficiency, your Proficiency Bonus is doubled for that check.

Bite. You can use your fanged maw to make Unarmed Strikes. When you hit with it and deal damage, you deal Piercing damage equal to 1d6 plus your Strength modifier, instead of the normal damage of an Unarmed Strike.

Darkvision. You have Darkvision with a range of 60 feet.

Fire Resistance. You have Resistance to Fire damage.

Natural Armor. While you aren't wearing armor, your AC is 13 plus your Dexterity modifier.



Molefolk

Molefolk are joyous, infectiously optimistic, and famously patient. They are also extremely adventurous and curious by nature, fond of discovery and the catalog thereof. Molefolk were among the first in Bloomburrow to discover the Omenpaths and find themselves on new planes entirely. Despite their affable nature, Molefolk are viciously loyal to their friends and family, and won't hesitate to leap to their defense.

Structures and Settlements

Unlike most other animalfolk, Molefolk live deep underground in tunnels and warrens. These tunnels are baffling and maze-like to all other animalfolk, but the Molefolk navigate them with ease. When the digging or building of other animalfolk threatens a warren, the Molefolk will not hesitate to defend their families.

Role in Valley

Molefolk make excellent guides and cartographers. Their affinity for the wilds often leads them to study druid magic, and their affable nature ensures many find employ as innkeepers and advisors.

Molefolk Traits

Creature Type: Humanoid
Size: Small (about 3–8 inches tall)
Speed: 25 feet

As a Molefolk, you have these special traits.

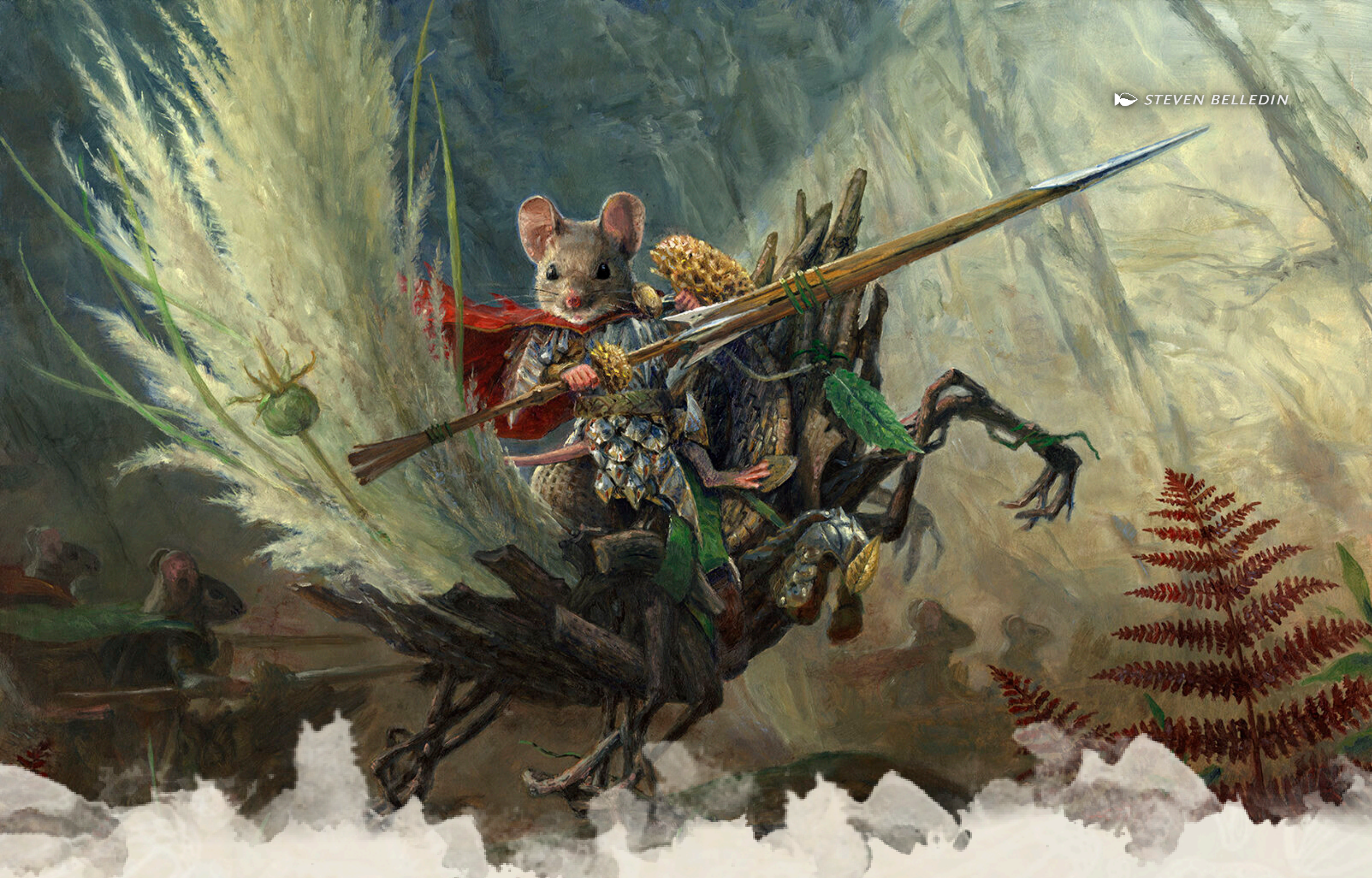
Burrow. You have a Burrow Speed of 5 feet.

Darkvision. You have Darkvision with a range of 120 feet.

Tremorsense. As a Bonus Action, you gain Tremorsense with a range of 60 feet for 10 minutes. You must be on or touching a dirt or stone surface to use this Tremorsense.

You can use this Bonus Action a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Labyrinthine Recall. You have proficiency in the Survival skill. You also have Advantage on any Wisdom (Survival) check you make to navigate or track.


STEVEN BELLEDIN

Mousefolk

The mousefolk of Valley are plucky, eager, and goodhearted, at times to the point of naivete. They are known for their heroic actions and are often found as part of adventure parties, in search of glory and treasure. Mousefolk carry a deep sense of familial pride that drives them to strive for not just personal but also familial honor. They do not shy away from danger and frequently leap into action without hesitation, believing acts of heroism to be worth any danger. At their best, mousefolk are brave and loyal go-getters. At their worst, mousefolk are naïve and irresponsible.

Typical Personalities

Mousefolk are action-oriented doers rather than thinkers. They prefer to seek out action and adventure. Mousefolk tend not to extensively plan, and their impulsiveness means they have a knack for finding themselves in dangerous situations. Most, however, are determined and optimistic, and will find a way to victory in even the direst situations. As sociable creatures and well-trained fighters, mousefolk are often found in leadership roles.

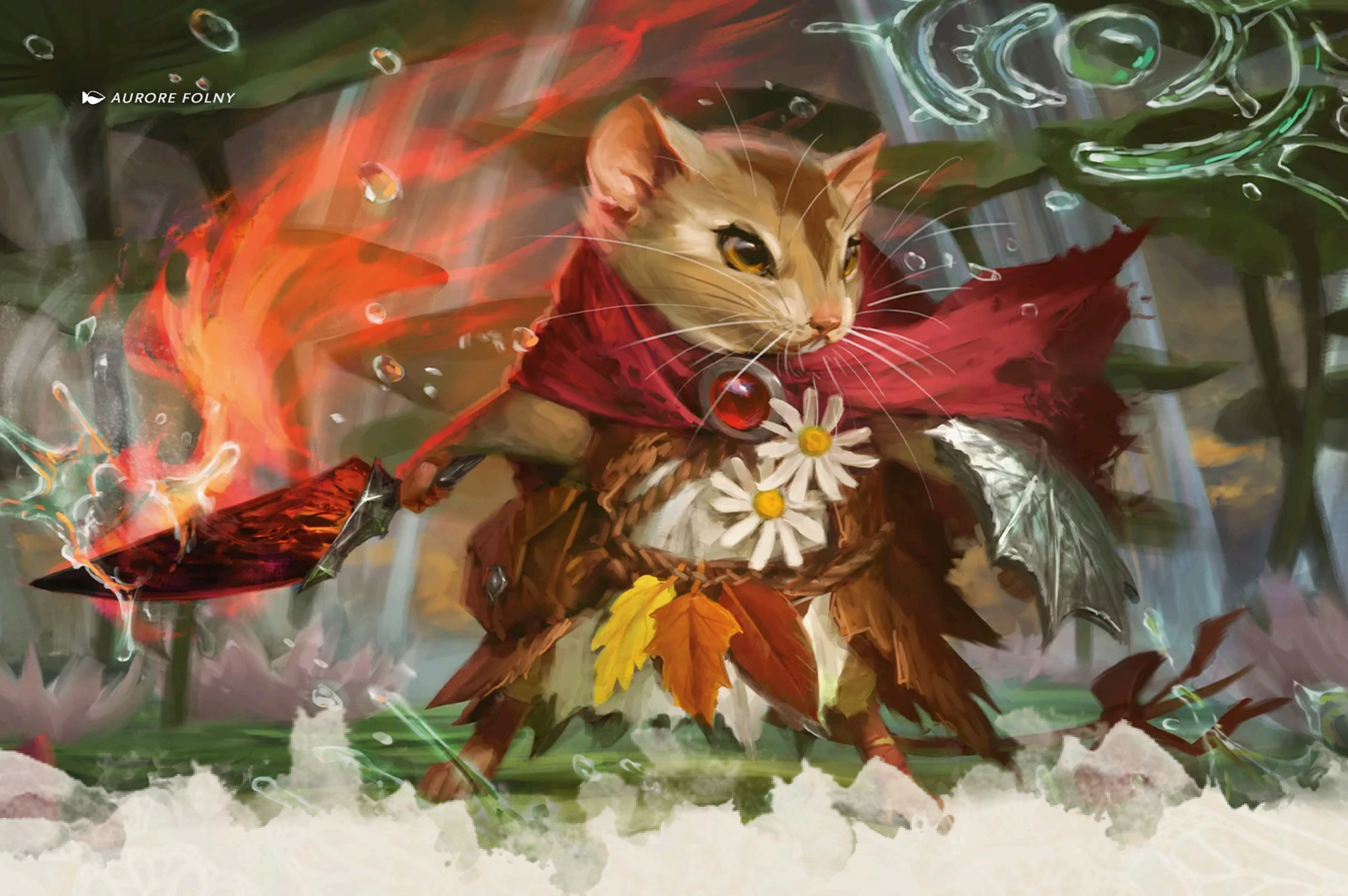
Deeply invested in the wider animalfolk community, they rarely hesitate to throw themselves into the service of others. Many mousefolk are drawn to glory and thrill, as they seek to emulate their venerated past champions and prove themselves as heroes. Heroism is the greatest of mousefolk virtues.

Big Numbers

The foundation of mousefolk community is their large families, which are typically led by the eldest members and involve multiple generations in a single home. With their large and interconnected families, mousefolk have lots of aunts, uncles, and cousins, and they tend to know or at least be familiar with most other mousefolk. Mousefolk community decisions are made by a gathering of family elders, who are also the main representatives of mousefolk among the rest of Valley. Mousefolk communities are collaborative, using their larger numbers to overcome collective problems that would be beyond the abilities of any one individual.

Weaving

Mousefolk are expert at using spells to augment their speed and strength. When they use their weaving, they move to fast that they appear blurred. Some mousefolk move so fast that they appear as stuttering afterimages, giving the impression that there are many mousefolk attacking their enemy.



Structures and Settlements

Mousefolk homes are multilevel structures made of woven grasses and leaves. Designed for multiple families, the interiors are small and cozy with a nest-like feeling. Inside you'll find fluffy beds made from pampas grass and round windows to look out in every direction.

Role in Valley

Mousefolk are frequently found as part of adventure parties, working on large community projects, or taking up defense of Valley. Mousefolk take great pride in their ability to help the larger Valley community and eagerly jump at any chance to foray out into The Brambles for resources or scarce materials.

Mousefolk Traits

Creature Type: Humanoid
Size: Small (about 3–7 inches tall)
Speed: 30 feet

As a Mousefolk, you have these special traits.

Brave. You have Advantage on saving throws you make to avoid or end the Frightened condition.

Communal Gift. You can take the Help action as a Bonus Action.

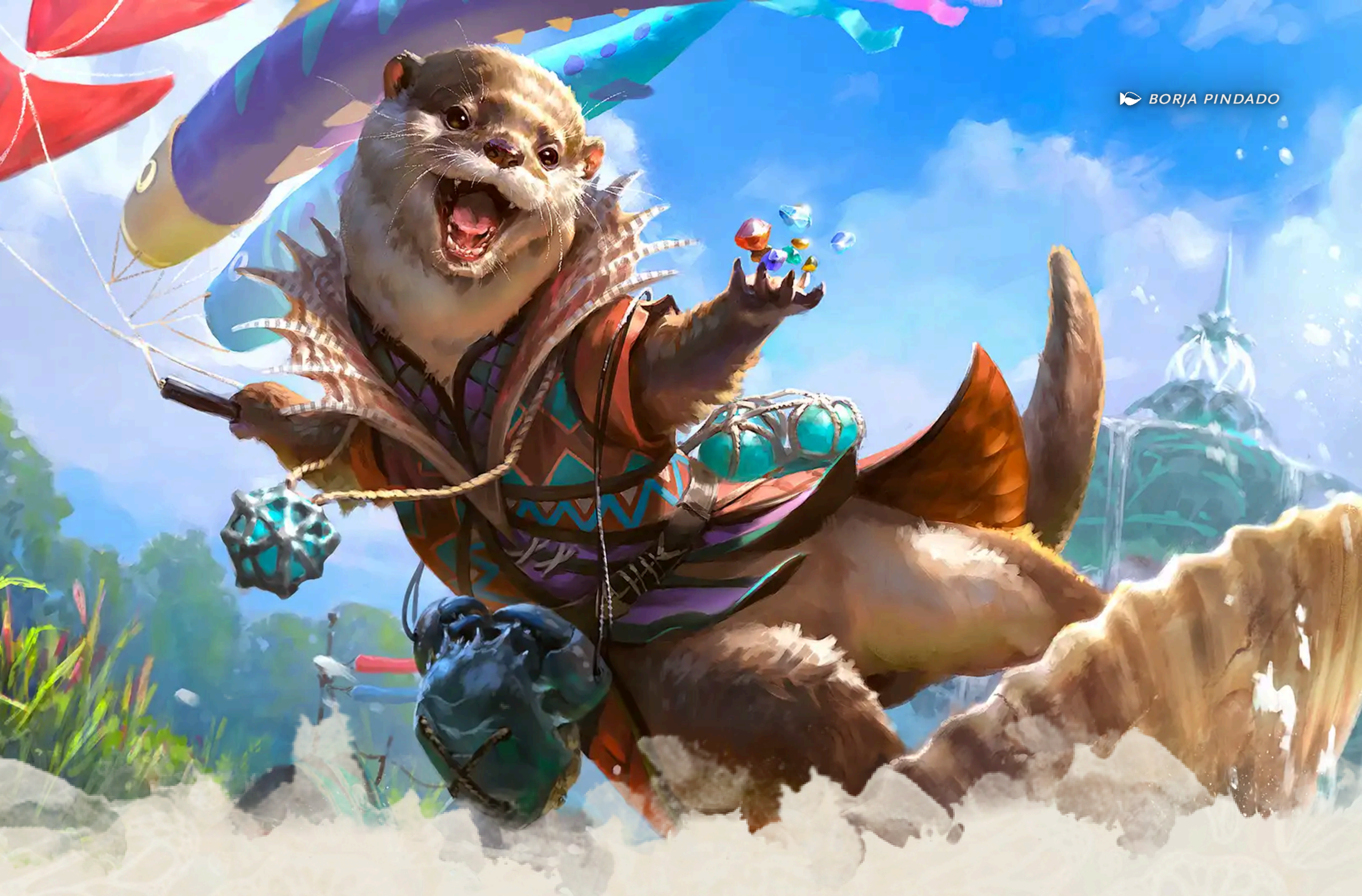
Darkvision. You have Darkvision with a range of 60 feet.

Endurance. When you take damage, you can take a Reaction to roll 1d12. Add your Dexterity modifier to the number rolled and reduce the damage by that total.

You can use this trait a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Keen Senses. You have proficiency in the Perception skill.

Nimbleness. You can move through the space of any creature that is a size larger than you, but you can't stop in the same space.



OTTERFOLK

Otterfolk are playful, adrenaline-seeking gamesters and storm chasers. Inveterate water dwellers, otterfolk are gregarious and sociable, with a taste for excitement that can drive them to reckless, daredevil antics that other animalfolk see as thoughtless and unnecessary. At their best, otterfolk are daring, jovial, and adventurous. At their worst, otterfolk are careless, frivolous, and prone to putting others in harm's way.

TYPICAL PERSONALITIES

Otterfolk are playful, clever, and curious—everything's a game to them. Prone to a "live in the moment" approach, they often do not consider the long-term consequences of their actions.

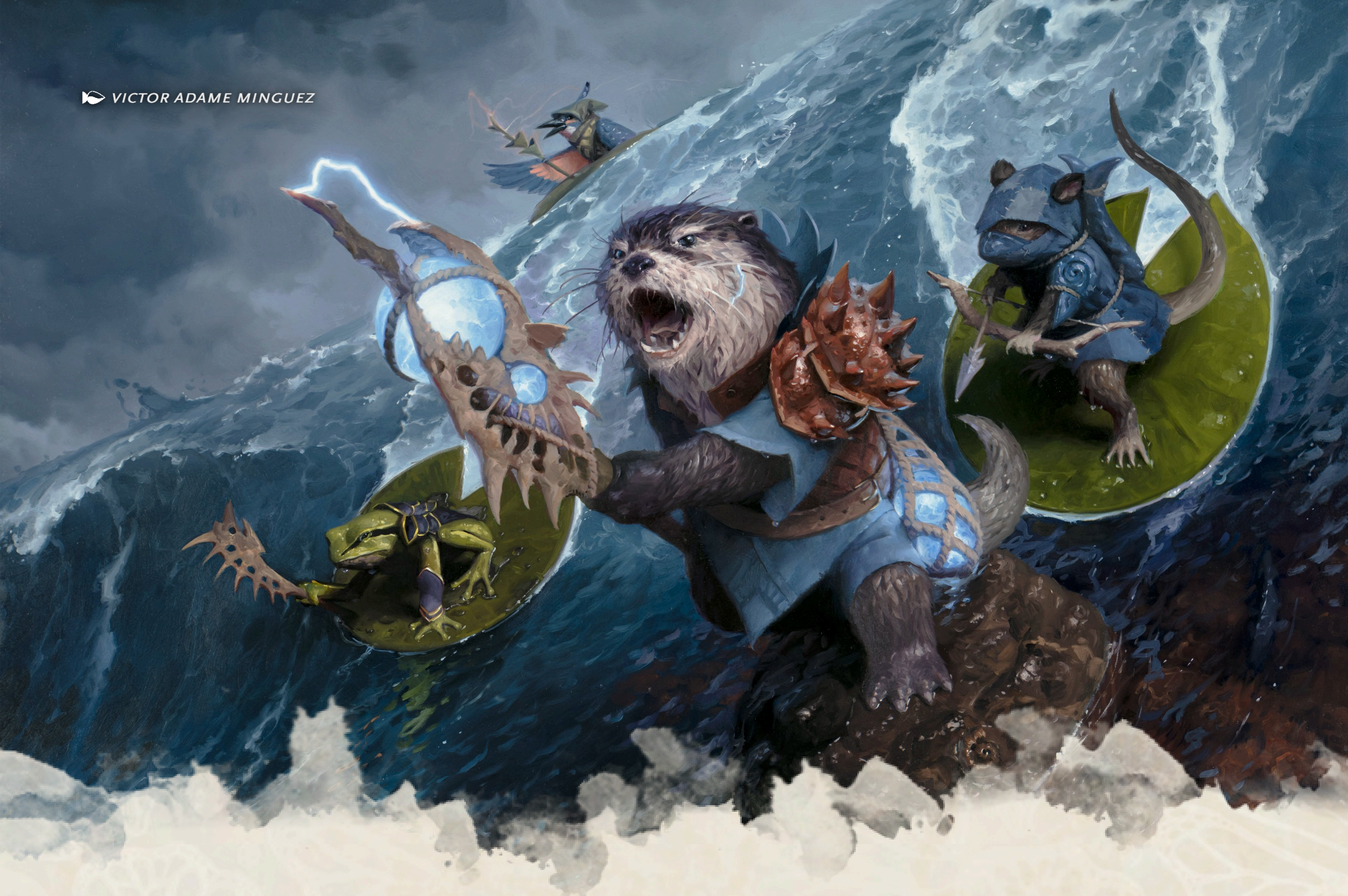
Otterfolk prefer to spend as much time on the water as possible. Otterfolk don't hold territory, but consider themselves the veterans and knowledge experts of the rivers.

STORM CHASERS

From a young age, otterfolk engage in storm chasing for sport. This involves following Calamity Beasts as near as possible until the danger feels too great. Great otterfolk storm chasers have plucked the hairs from storm-bearing Beasts, and almost all otters have at least chased flaming wolverine Beasts to capture embers.

OTTERBALL

The most popular otterfolk game and their cultural pastime is called otterball, an endless, ongoing game whose exact rules are unknown and whose parameters are constantly shifting. It's completely baffling to non-otters. The only things anyone else can be sure of are that it's played largely in water and that the Calamity Beasts are involved in some way—but particulars of scorekeeping, penalties, and illegal moves are a mystery.



VICTOR ADAME MINGUEZ

Structures and Settlements

Otterfolk live in groups called Rafts, which are collections of linked houseboats. Otterfolk will periodically detach their houseboat from a raft whenever they feel like living in solitude, but eventually they'll join back up. Once a season, each raft has a Roping, where members of a raft link up in a large circle to share news, trade, restock supplies, and engage in seasonal competitions. The open water in the middle of the linked houseboats forms a safe central area where their pups can romp and play.

Role in Valley

When out on adventures, otterfolk are spellcasting extraordinaries. Danger-seekers by nature, otterfolk are often the first to encounter a Calamity Beast and the last to seek help from others when diverting it. As the best fishers and divers in Valley, they are frequently sought out navigators. Otterfolk often provide transportation to other animalfolk, as river travel is one of the fastest modes of transportation for those who cannot fly. Otterfolk also find a lot of success as acrobats, especially during festivals and celebrations, where their sleek, nimble moves and dazzling water-and-lighting displays astound and delight.

Otterfolk Traits

Creature Type: Humanoid
Size: Medium (about 1.5–3 feet tall)
Speed: 30 feet

As an Otterfolk, you have these special traits.

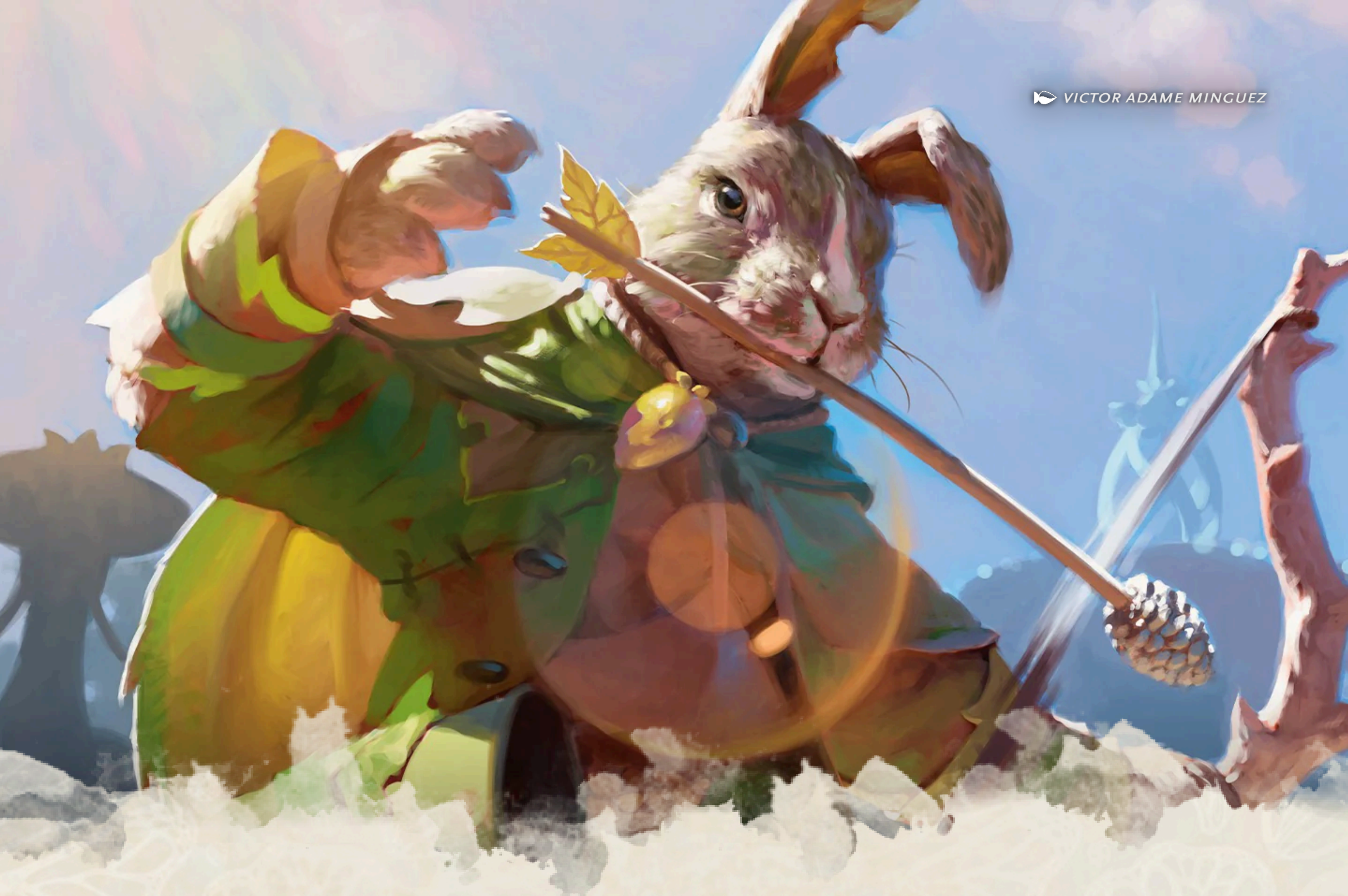
Brave. You have Advantage on saving throws you make to avoid or end the Frightened condition.

Otterfolk Magic. You know the *Acid Splash*, *Ray of Frost*, or *Shocking Grasp* cantrip. When you reach character level 3, you learn either the *Create or Destroy Water* or *Witch Bolt* spell. When you reach character level 5, you learn the *Gust of Wind* spell. You always have these spells prepared. You can cast each spell once without a spell slot, and you regain the ability to cast it that way when you finish a Long Rest. You can also cast it using any spell slots you have of appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select this species).

Otterfolk Talents. You have proficiency in the Acrobatics and Survival skills.

Swimming. You have a Swim Speed equal to your Speed.


VICTOR ADAME MINGUEZ

Rabbitfolk

Rabbitfolk are talented chefs and industrious farmers who provide the bulk of Valley's food. Though they have a reputation for being boring homebodies, every species in Valley respects the hardworking rabbitfolk who keep their tables full. At their best, rabbitfolk are stalwart, hospitable, and peaceful. At their worst, they are stubborn, narrowminded, and cowardly.

Typical Personalities

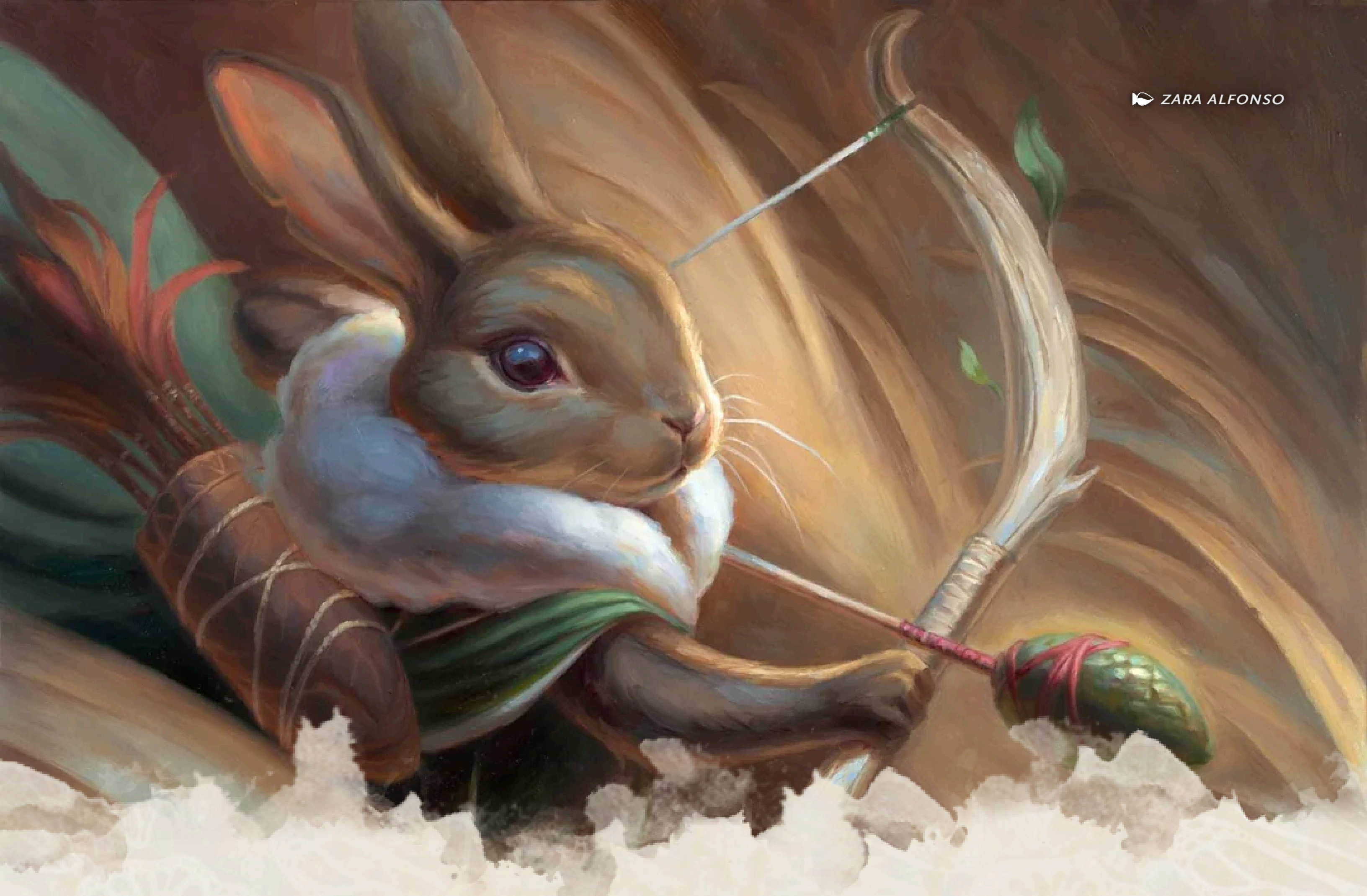
Rabbitfolk culture values working with the earth, emphasizing respect for nature and its blessings. Their conflict-averse nature means they work well with other animalfolk, if only because they prefer to let problems blow over rather than confront them directly. Rabbitfolk value simple ideas and easily articulated values. Complex issues without clear solutions can cause them to either freeze up in indecision or avoid the situation entirely.

Families and Farming

Family and community are paramount to rabbitfolk society. Many rabbitfolk live their entire lives within their communities, never leaving their small village except to sell produce or other goods at the market. Rabbitfolk lives revolve around their large families, called Fluffles, and their homesteads. The eldest rabbitfolk in the family are the de facto arbiters of the household, held in high esteem by their children, grandchildren, and great-grandchildren. Very seldomly, rabbitfolk will leave their village entirely to make a life for themself in a larger village or city. Those who move away typically find themselves adopted into rabbitfolk communities wherever they're going.

Weaving

Rabbitfolk magic is used to support farming, growing plants, and restoring life to the vegetation around them. Their growth magic can even cause plants to become supersized.



ZARA ALFONSO

Structures and Settlements

Rabbitfolk houses are often built directly into the ground, with long burrows underneath and tall windmills on top. Rabbitfolk structures, more so than other animalfolk dwellings, blend into their environments. They also serve as silos and mills to limit the impact on their surroundings.

Role in Valley

Rabbitfolk chefs are renowned for their cooking, which is largely considered unrivaled by other animalfolk. Highly meticulous and dedicated, rabbitfolk are diligent workers with excellent hospitality skills, and are highly sought after to help run inns. When out adventuring, rabbitfolk typically serve as clerics, healing their friends or casting great boons on them. Some of the bravest and brawniest rabbitfolk take work as front-line warriors who can pack a serious wallop when needed.

* *See the Rules Glossary*

Rabbitfolk Traits

Creature Type: Humanoid
Size: Medium (about 1–1.5 feet tall)
Speed: 30 feet

As a Rabbitfolk, you have these special traits.

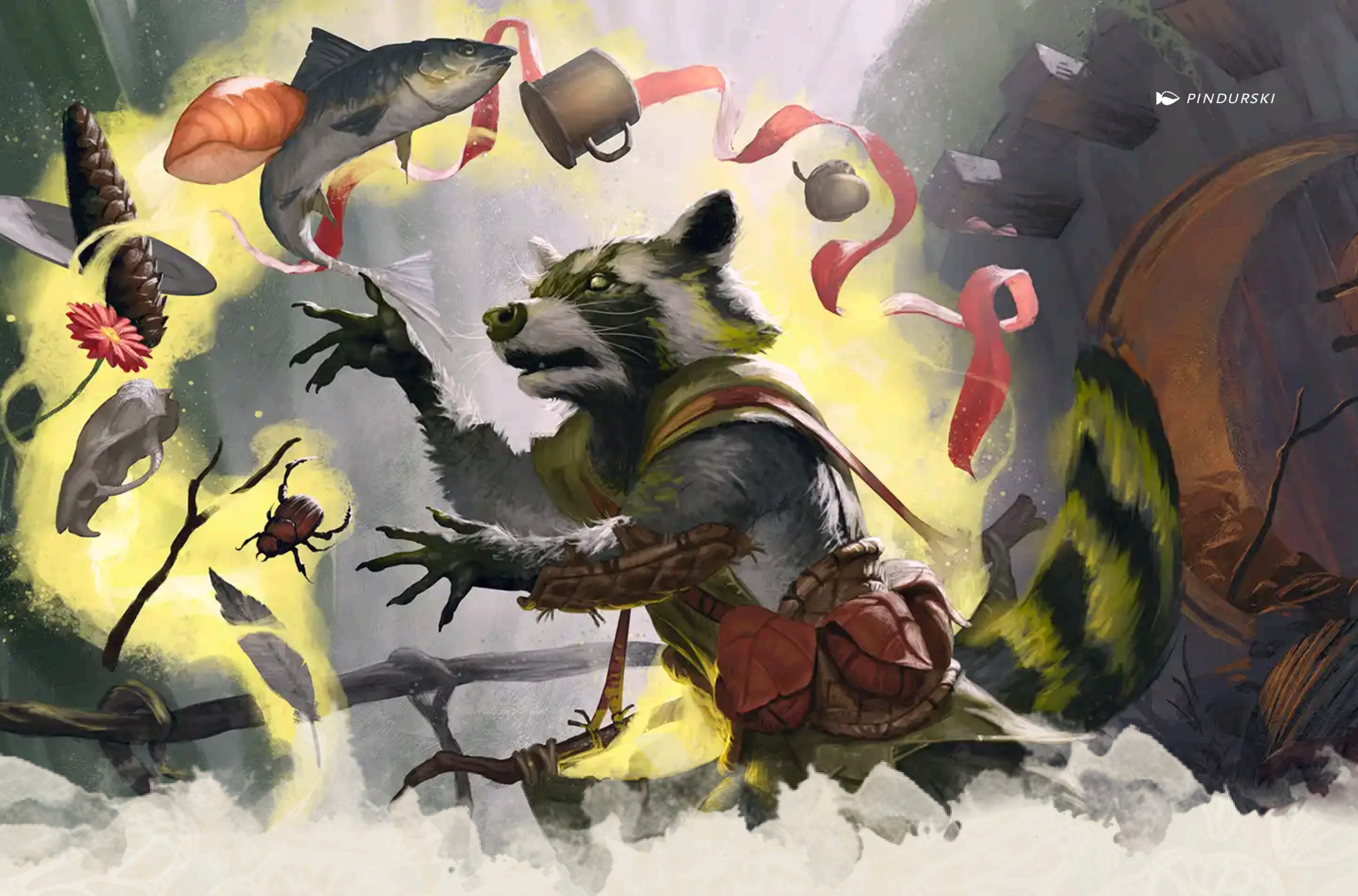
Determination. When you make a D20 Test,* you can do so with Advantage. Once you use this trait, you can't use it again until you finish a Long Rest.

Nature's Intuiton. You have proficiency in the Nature, Perception, Stealth, or Survival skill.

Standing Leap. As a Bonus Action, you can jump a number of feet equal to five times your Proficiency Bonus, without provoking Opportunity Attacks. You can use this trait only if your speed is greater than 0.

You can use this trait a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Stronger Together. If you miss with an attack roll, you can take a Reaction to gain a bonus to the roll equal to the number of allies that you can see within 30 feet of you (maximum bonus of +3), potentially turning the miss into a hit.



PINDURSKI

Raccoonfolk

The raccoonfolk of Valley are hoarders, collectors, and wanderers who are just as much at home on the road and in the wild expanse as they are in large villages. Their journeys shape their free-spirited attitudes and love of nature. At their best, raccoonfolk are strong-willed, adventurous, and entertaining. At their worst, they are scatterbrained, solitary, and impulsive.

Typical Personalities

Raccoonfolk are natural-born adventurers who value the thrill of discovery that waits around every bend and behind every branch. They'll gladly join others on a journey but will leave just as quickly when they want to move on.

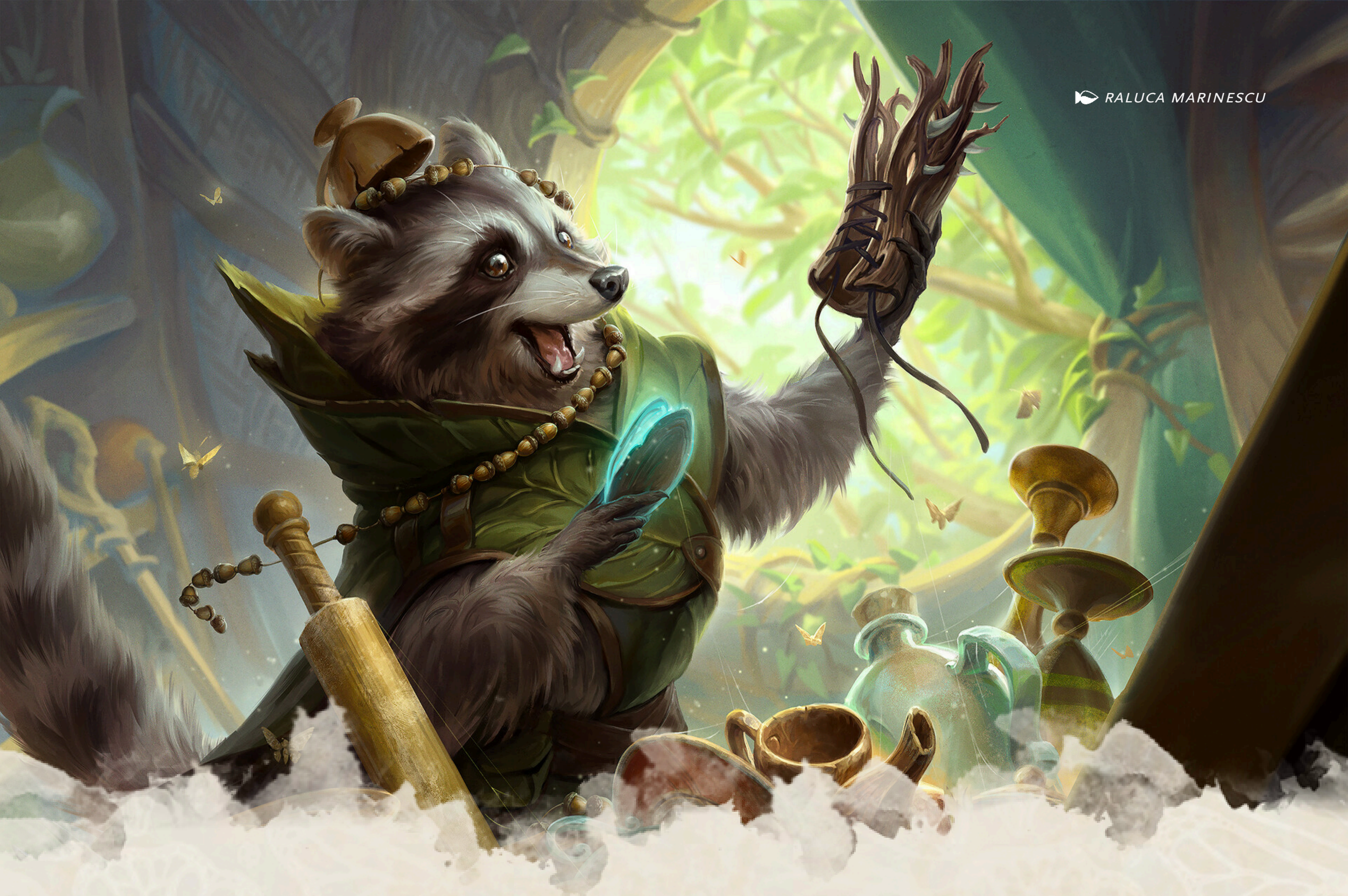
Property and ownership are foreign concepts to most raccoonfolk, who are never surprised to see a guest in their home when they return. They do, however, expect their possessions and history to be treated with respect, often primarily concerned with their collection of trinkets that line their houses walls and pile up in the corners.

Wanderers

Raccoonfolk don't settle down like other animalfolk tend to do. Instead, they live most of their lives on the road, roaming the world at their own pace away from their kinfolk. As a result, they're knowledgeable about locations around Valley and even The Brambles that many animalfolk will never hear about. History and culture are passed down orally and haphazardly, resulting in fragmented but colorful traditions that are sometimes completely idiosyncratic to a given location or even individual raccoonfolk.

Mementos and Trinkets

Wherever their paws take them, raccoonfolk bring mementos from their journeys. Often these mementos look like junk, such as broken teapots, shattered weapons, scraps of cloth, or pebbles. These objects stir up memories in their raccoonfolk owners, frequently sparking long sessions of reminiscing and remembrance. Raccoonfolk carry these mementos in magically woven vine knapsacks that can even function as bludgeoning weapons in a pinch, the added weight of their memories causing greater impact.



RALUCA MARINESCU

WEAVING

Raccoonfolk magic typically involves manipulating discarded materials many would consider "junk", using it for projectiles or barriers. Raccoonfolk of prodigious skill learn to use their magic to empower themselves and the natural world around them, weaving knots from plant matter and imbuing them with energy.

STRUCTURES AND SETTLEMENTS

Raccoonfolk homes tend to be built into the bases of trees, with big round doors and a warm fireplace that fills the room with its glow whenever they are home. Frequently, these houses are less "dwellings" and more "storage units" where raccoonfolk hoard the countless trinkets and trophies they've gathered from their travels.

ROLE IN VALLEY

Raccoonfolk are often the muscle of a group or a project, owing to their above-average size, or druids who command the elements to defeat their adversaries. With their vast understanding of the different species and cultures around Valley, raccoonfolk often act as adept advisors whose worldly knowledge helps steer projects towards success.

RACCOONFOLK TRAITS

Creature Type: Humanoid
Size: Medium (about 1–2 feet tall)
Speed: 30 feet

As a Raccoonfolk, you have these special traits.

Darkvision. You have Darkvision with a range of 60 feet.

Climbing. You have a Climb Speed equal to your Speed.

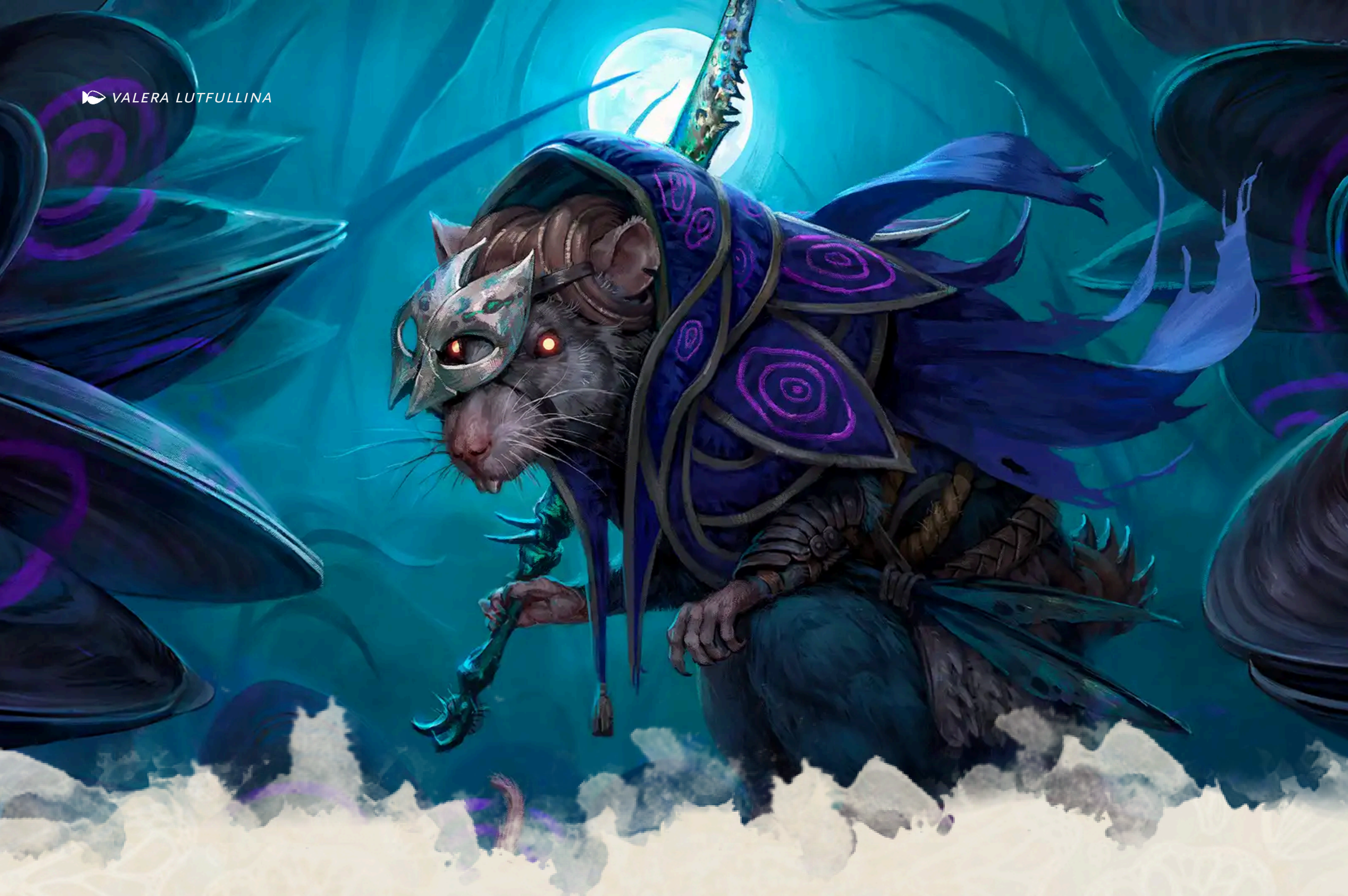
Improviser. You have proficiency with improvised weapons. You can also use any object that weighs less than 1 pound as a spellcasting focus or any type of ammunition.

Poison Resilience. You have Resistance to Poison damage. You also have Advantage on saving throws you make to avoid or end the Poisoned condition.

Trash Magic. You learn the *Take Out the Trash* spell and always have it prepared. You can cast it once without a spell slot, and you regain the ability to cast it that way when you finish a Long Rest. You can also cast it using any spell slots you have of appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for the spell you cast with this trait (choose the ability when you select this species).

Wanderer's Talent. You gain proficiency in the History, Nature, or Survival skill.



Ratfolk

Ratfolk are the secret-keepers of Valley, collectors of relics and knowledge from as early as the foundation of Valley itself. Because of misuse of their knowledge in the past, ratfolk society is isolationist, secretive, and suspicious. At their best, ratfolk are thoughtful, self-sufficient, and intelligent. At their worst, ratfolk are distrusting, dismissive, and uncooperative.

Typical Personalities

Ratfolk are self-reliant and standoffish loners who trust their own skills and have trouble building interpersonal connections with others. Ratfolk typically bond with their insect companions more than the other animalfolk around them.

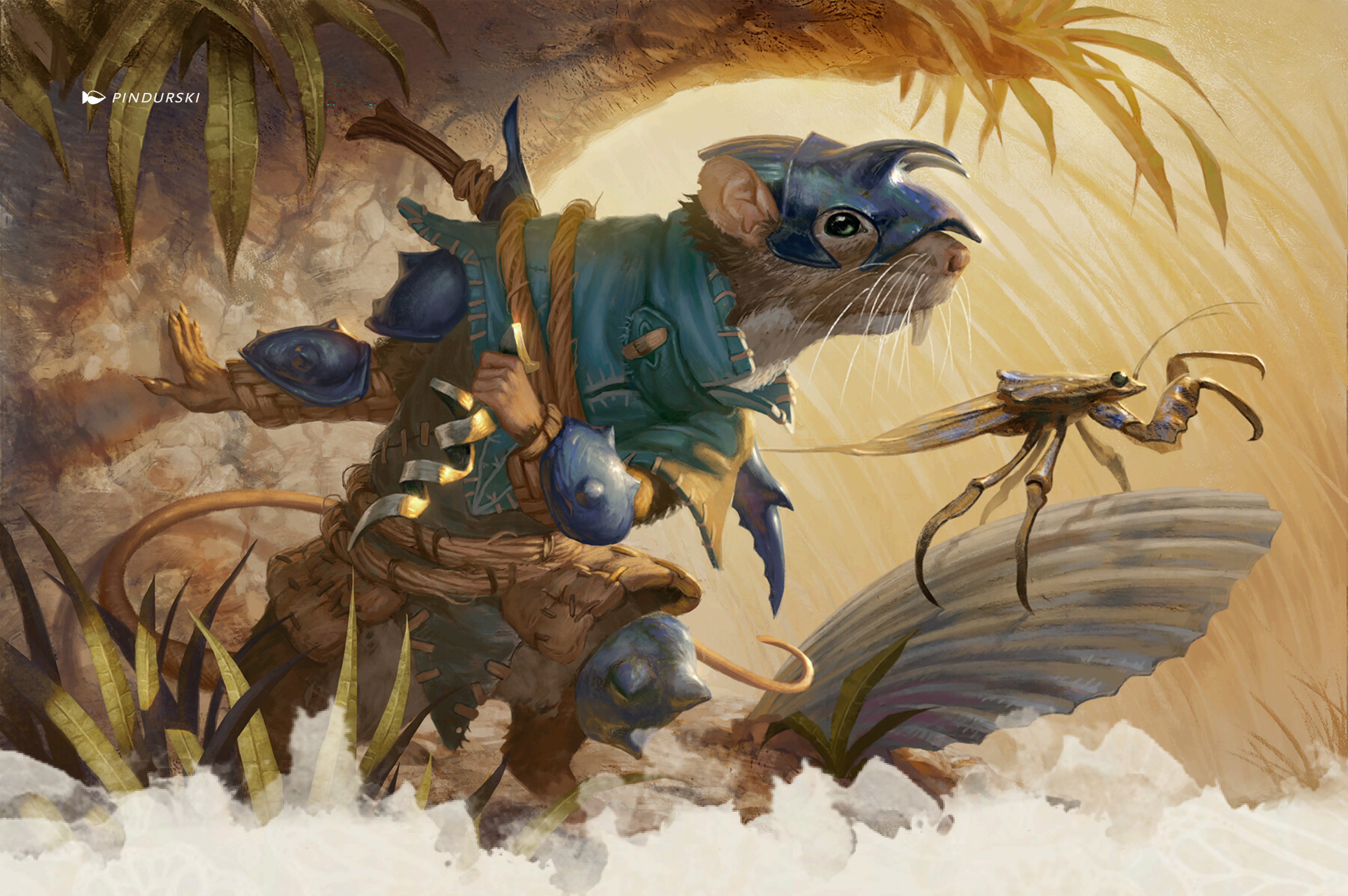
Because ratfolk tend to be more isolated, they've developed idiosyncratic cultural habits, like talking to themselves or their insect companion, carving shells into sculptures, and meticulously journaling their discoveries to bring back home. When they form bonds with others, ratfolk tend to be clingy and somewhat overbearing, excited to meet someone who shares their interests and/or values.

Psychic Companions

Ratfolk have gotten used to the rough marshland environments and befriended some of the native insects that have also chosen to live there. Ratfolk might bond with an insect their whole life, developing a psychic link between them through familiarity and magical training.

Weaving

Ratfolk are skilled in hypnotic magic, using snail shells as conduits to trick and undermine their unwitting foes.This magic can disguise their approach or escape and is best used when the target is caught unaware. In a pinch, ratfolk can also employ telekinetic powers to help keep their distance and provide distractions.



PINDURSKI

Structures and Settlements

Subterranean ratfolk homes are more akin to undecorated barracks. Their villages might appear simple at first, primarily made up of rows and rows of capsule-like rooms along the walls where anyone can sleep. However, their plazas and main streets are full of ratfolk culture and artistic expression, reflecting their unique way of life.

Role in Valley

Ratfolk are resourceful and knowledgeable advisors, librarians, and informants. Recently, more and more ratfolk have ventured outside their sequestered homes to join in larger communities, sharing their expertise and culture with the world.

Ratfolk Traits

Creature Type: Humanoid
Size: Small (about 6–8 inches tall)
Speed: 25 feet

As a Ratfolk, you have these special traits.

Bite. You can use your fanged maw to make Unarmed Strikes. When you hit with it and deal damage, you deal Piercing damage equal to 1d6 + your Strength modifier, instead of the normal damage of an Unarmed Strike.

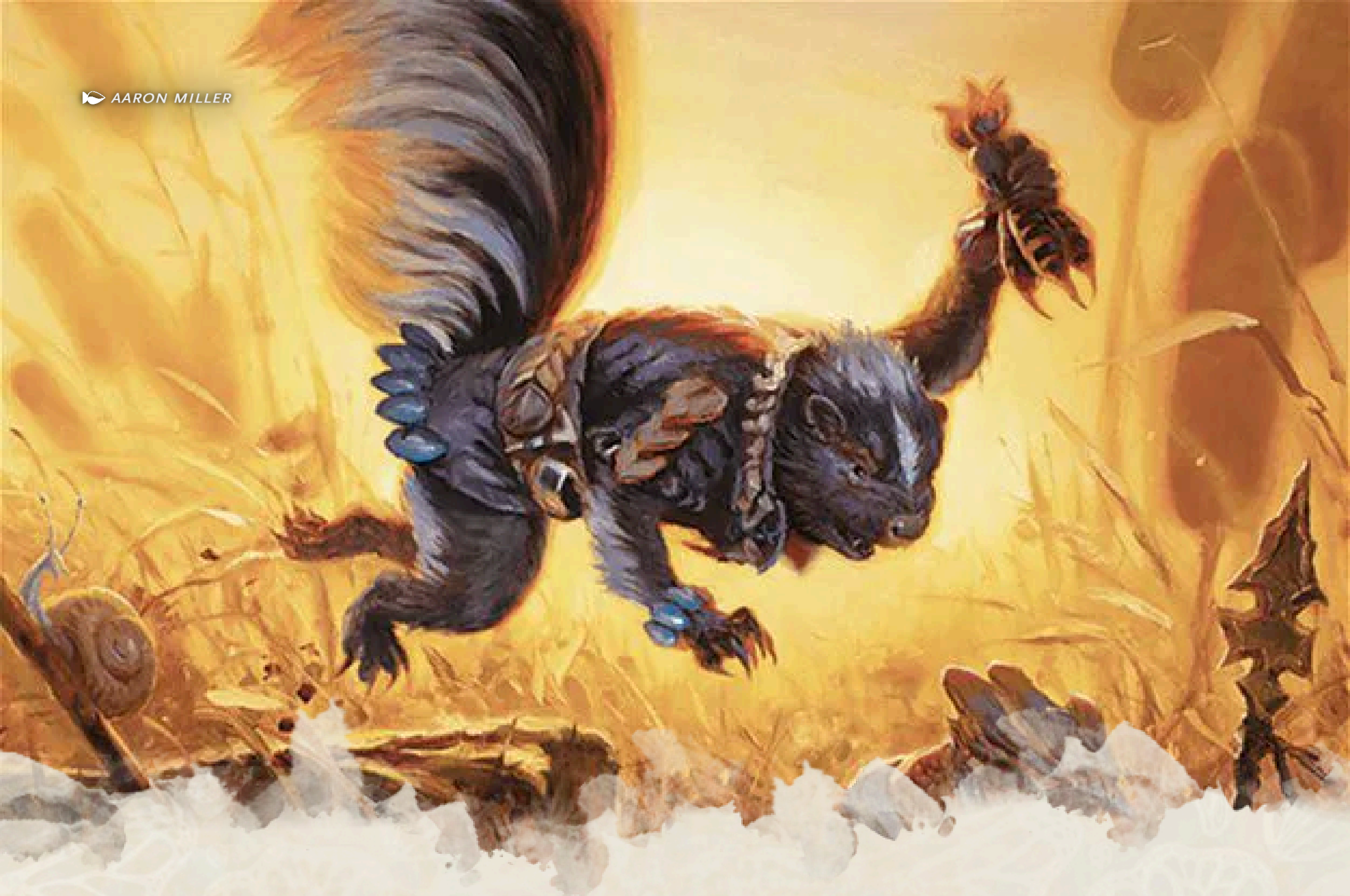
Darkvision. You have Darkvision with a range of 60 feet.

Nimbleness. You can move through the space of any creature that is a size larger than you, but you can't stop in the same space.

Psychic Companion. You know the *Find Familiar* spell and always have it prepared. You can cast it once without a spell slot, and you regain the ability to cast it that way when you finish a Long Rest. You can also cast it using any spell slots you have of appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for the spell you cast with this trait (choose the ability when you select this species).

Psychic Resilience. You have Resistance to Psychic damage. You also have Advantage on saving throws you make to avoid or end the Stunned condition.



Skunkfolk

Skunkfolk are among the less common animalfolk of Valley, and little is known of their history or culture. They are renowned for their ability to project a magical stink that lingers long after scrubbing.

One thing known for certain about Skunkfolk is their relationship with the Batfolk. At the end of each lunar phase, the Batfolk host a celebration known as a Lunar Paean. The celebration usually occurs in large open areas and lasts all night. The Batfolk must reach the area by traveling by day, but they are nocturnal; thus many Skunkfolk volunteer each year to pull special moon-shaped carts that hold the hanging, sleeping Batfolk to the Lunar Paean. The reason for this relationship isn't known, but some believe it is an old ancestral debt being repaid.

Role in Valley

Skunkfolk are capable of filling many roles in Valley society, but their infamous stench precludes many animalfolk from hiring or working with the Skunkfolk. They are most often found on the fringes of society, but some become valued members of mercenary groups or guard outfits. Naturally, many Skunkfolk also find employ as assistants to Batfolk Clerics and seers.

Skunkfolk Traits

Creature Type: Humanoid
Size: Medium (about 1–1.5 feet tall)
Speed: 30 feet

As a Skunkfolk, you have these special traits.

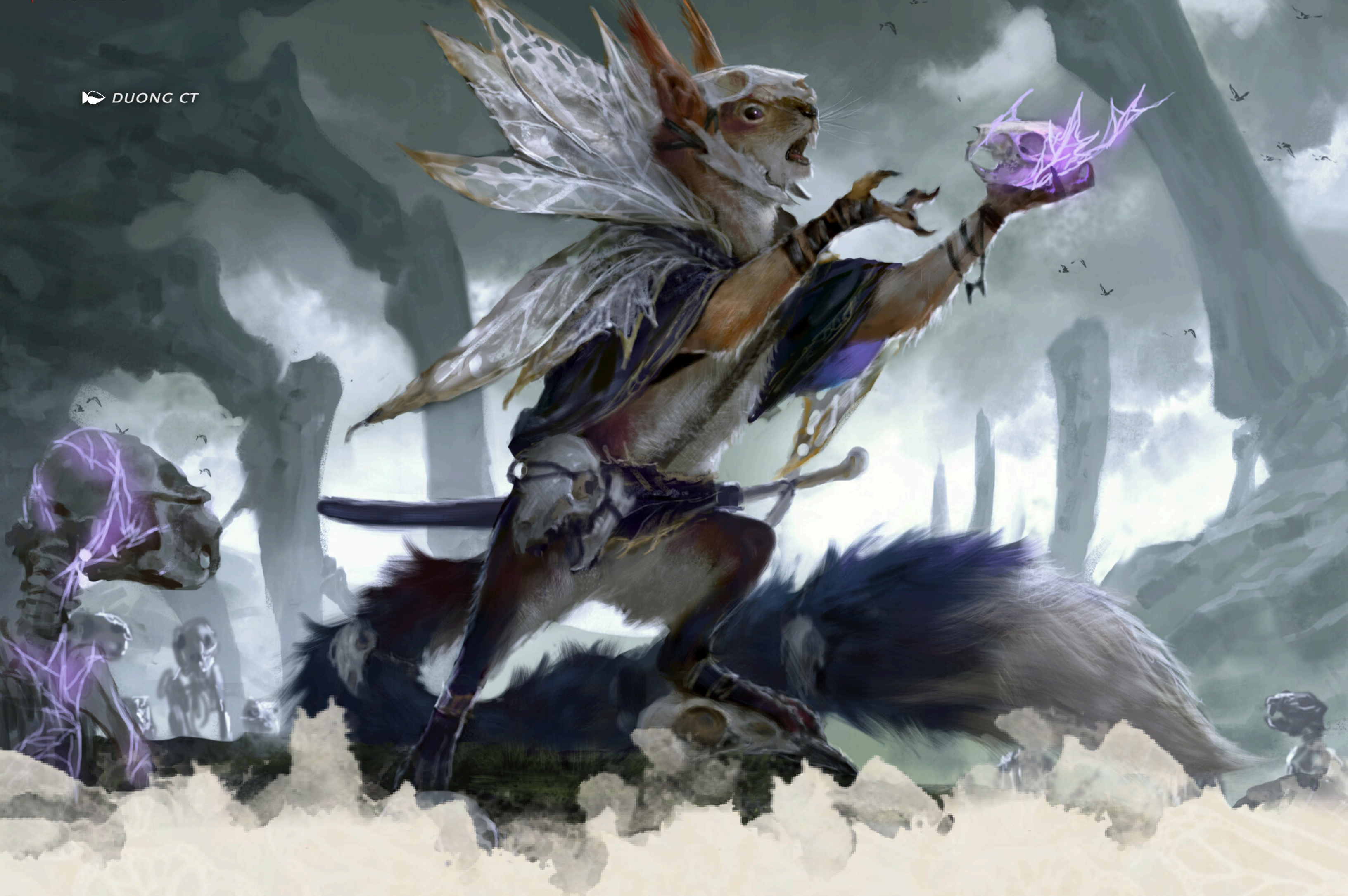
Darkvision. You have Darkvision with a range of 60 feet.

Keen Senses. You have proficiency in the Perception skill.

Poison Resilience. You have Resistance to Poison damage. You also have Advantage on saving throws you make to avoid or end the Poisoned condition.

Stench. When you take the Attack action on your turn, you can replace one of your attacks with a spray of noxious musk in a 30-foot line that is 5 feet wide. Each creature in that area must make a Dexterity saving throw (DC 8 plus your Constitution modifier and Proficiency Bonus). On a failed save, a creature takes Poison damage equal to 1d10 plus your character level, and has the Poisoned condition until the end of your next turn. On a successful save, a creature takes half as much damage and suffers no other effects.

You can use this trait a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.



Squirrelfolk

Squirrelfolk are the haughty and morbid stewards of Valley's land and earth. Solitary, and not particularly social, squirrelfolk work with others only when necessary. They are pragmatic, keeping robust stores of food in case the worst should come to pass. At their best squirrelfolk are practical and conscientious stewards of the land. At their worst squirrelfolk are standoffish, rude, and dismissive.

Typical Personalities

Squirrelfolk can come off as death-obsessed and morbid due to their role in burying Calamity Beasts, idiosyncratic sense of fashion, and magical habits. Squirrelfolk prefer the companionship of nature. It's common for them to spend more time interacting with the land around them than with other animalfolk.

Squirrelfolk are stewards and cultivators of Valley who consider death a vital part of the cycles of Valley, as all things that live will die. They often look down on other animalfolk for being wasteful of precious resources or ignoring the intricacies of Valley's natural cycles, and frequently judge other animalfolk's fear or dislike of death.

Caches

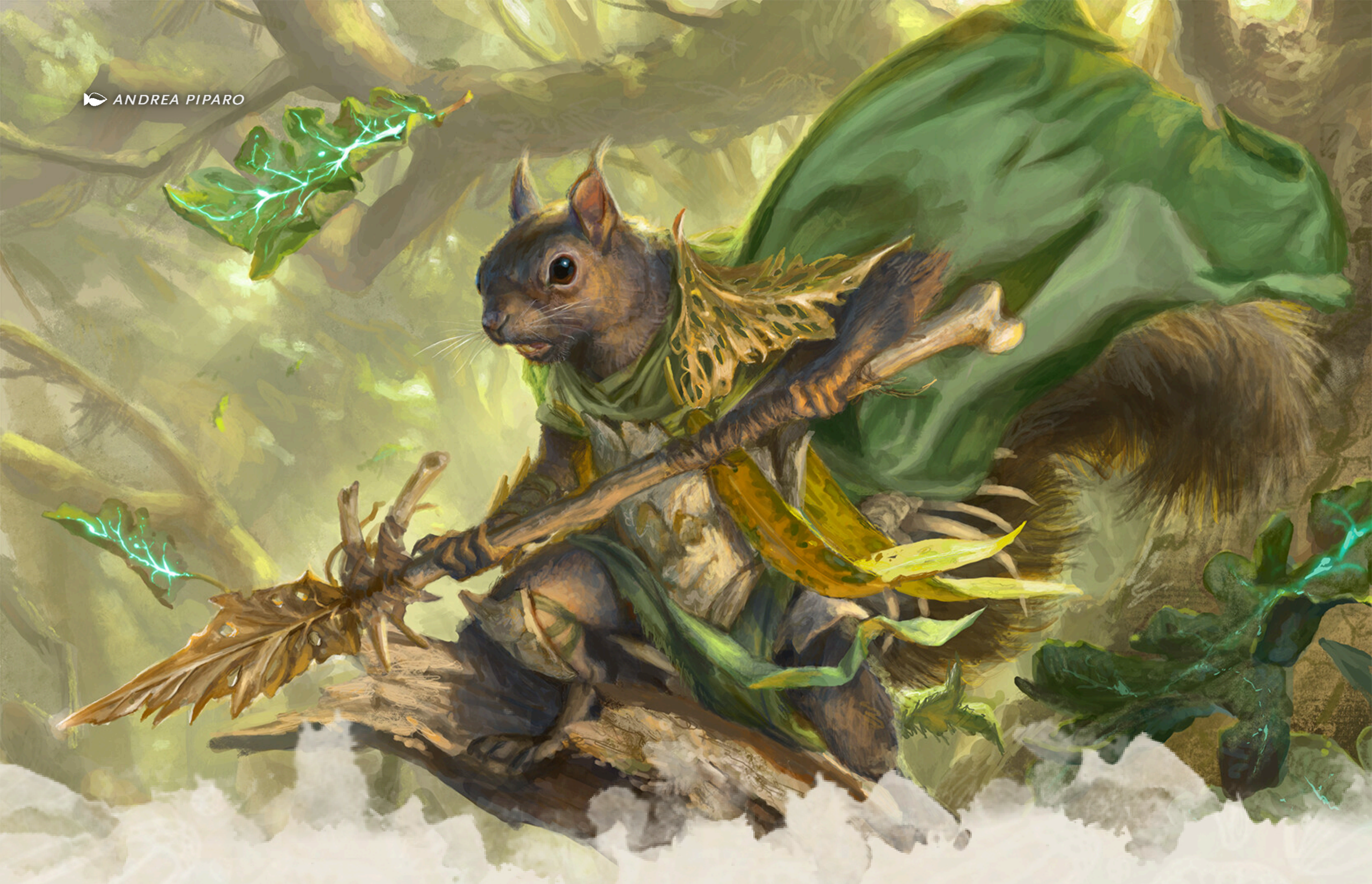
Squirrelfolk consider it their responsibility to the other animalfolk of Valley to preserve food for the harsh and sudden seasonal changes brought on by Calamity Beasts. They keep stashes of foods traded with other animalfolk, often preserving them by pickling, drying, or salting.

Calamitous Necromancy

Squirrelfolk believe that the Calamity Beasts have trapped the energy that should flow through nature, and as such this energy should be returned from whence it came. This is done through collecting and ritually burying remains of the Calamity Beasts throughout Valley. A small number of squirrelfolk practice a more direct form of necromancy, with the ability to wield the power of Calamity Beast remains to manipulate and animate the bones. This power is a carefully guarded secret, taught to only a select few.

Weaving

Squirrelfolk have the power to raise the dead and control bones. Practicing this magic on other animalfolk is taboo, but insects and Calamity Beasts are common targets. For those squirrelfolk who are less inclined to necromancy, their magic can still turn the land and bend it to their will.



ANDREA PIPARO

STRUCTURES AND SETTLEMENTS

Squirrelfolk homes are large and isolated structures scattered through the thickets and swamps on stilts or decaying trees. Many squirrelfolk villages are built around Calamity Beast bones that serve as the base for thin branches to wrap around.

ROLE IN VALLEY

Squirrelfolk interact with the larger community of Valley infrequently and are more likely to form individual relationships with other animalfolk than larger communities. The macabre focus on death among squirrelfolk has a tendency to spawn wildly circulating rumors that leads to many animalfolk giving squirrelfolk a wide berth. But many animalfolk rely on the squirrelfolk's food reserves, which are vital to crop storage and the overall health of Valley. In addition to magic that calls on the power of the land, squirrelfolk possess stealthy martial skills that let them excel as silent, unseen attackers. They are respected as formidable combatants and valued members of adventuring parties and patrols—when they can be convinced to join. Squirrelfolk are most likely to join adventuring parties if there's a chance that they can gather and bring back the remains of Calamity Beasts.

SQUIRRELFOLK TRAITS

Creature Type: Humanoid
Size: Medium (about 1–1.5 feet tall) or Small (about 8-11 inches tall), chosen when you select this species
Speed: 30 feet

As a Squirrelfolk, you have these special traits.

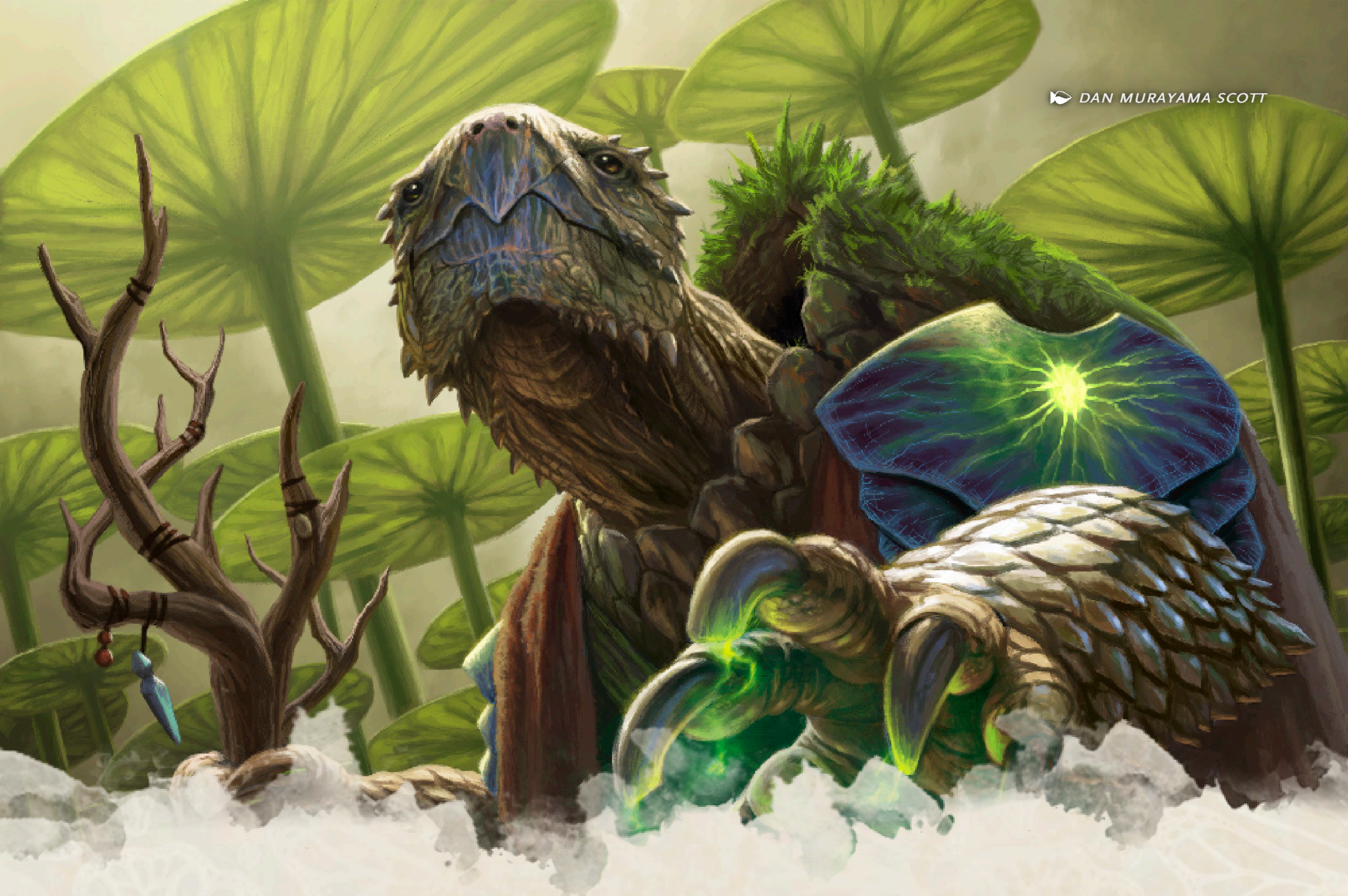
Climbing. You have a Climb Speed equal to your Speed.

Feather Fall. When you fall at least 10 feet above the ground, you can take a Reaction to take 0 damage from the fall.

Squirrelfolk Magic. You know the *Druidcraft* cantrip. When you reach character level 3, you learn the *False Life* spell. When you reach character level 5, you learn the *Plant Growth* spell. You always have these spells prepared. You can cast each spell once without a spell slot, and you regain the ability to cast it that way when you finish a Long Rest. You can also cast it using any spell slots you have of appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select this species).

Squirrely Talents. You have proficiency in the Stealth and Survival skills.



TURTLEFOLK

Turtlefoolk are extremely rare on Bloomburrow. They don't have families often, but they have incredibly long life spans; some Turtlefolk can't even remember how old they are.

TYPICAL PERSONALITIES

Turtlefolk are slow, methodical, and patient. Their long lifespans give them a different view of the world, even when it comes to Calamity Beasts and dangers, which they see as a natural part of cycle of life on the plane. However, they also have enough experience to be able to tell when the balance of things is interrupted, and are often marveled by anything new.

ROLE IN VALLEY

Most Turtlefolk live solitary lives in the marshes of Valley. With age comes wisdom, so adventurers sometimes seek out a Turtlefolk shaman before undergoing their adventure. Their magic typically revolves around slowing others down, making excellent battlefield controllers for any adventuring party that can convince a Turtlefolk to join.

TURTLEFOLK TRAITS

Creature Type: Humanoid
Size: Medium (about 2–3 feet tall)
Speed: 25 feet

As a Turtlefolk, you have these special traits.

Claws. You can use your claws to make Unarmed Strikes. When you hit with them and deal damage, you deal Slashing damage equal to 1d6 + your Strength modifier, instead of the normal damage of an Unarmed Strike.

Life Span. You are immune to the effects of aging and can't be aged magically.

Natural Affinity. You gain proficiency with one of the following skills of your choice: Animal Handling, Medicine, Nature, Perception, Stealth, or Survival.

Natural Armor. While you aren't wearing armor, your AC is 17.

Shell Defense. As an action, you can withdraw into your shell. Until you emerge, you gain a +4 bonus to your AC, you have Advantage on Strength and Constitution saving throws, you have the Restrained and Prone conditions, and the only action you can take is a Bonus Action to emerge.

Slow But Steady. You know the *True Strike* cantrip. Wisdom, Intelligence, or Charisma is your spellcasting ability for it (choose the ability when you select this species).

CLASSES

CHARACTER CLASS PROVIDES A character's most exciting abilities. Characters of any class can be found on Bloomburrow, though some classes are rarer than others.

CLASSES IN BLOOMBURROW

The following section provides guidelines on playing certain classes in Bloomburrow. The Artificer class appears in *Tasha's Cauldron of Everything*.

Artificer alchemists would be apothecaries and herbalists, and would be common amongst the Squirrelfolk. Other artificers might be craftsmen, and these traditions would likely be pursued by Lizardfolk or Raccoonfolk.

Barbarians channel their rage and are common among the Raccoonfolk, Lizardfolk, and even Mousefolk. Barbarians who follow the Path of the Wild Heart tap into the power of the Calamity Beasts. Bloomburrow has no gods, so Barbarians who follow the Path of the Zealot channel the ancestral power of the Batfolk in the Cosmos.

Bards can be found in many animalfolk cultures, as music is beloved by all. Ratfolk archive the plane's history, and are likely instructors of the College of Lore. Bards of the College of Glamour channel Fey magic from planes outside of Bloomburrow, such as Eldraine.

Clerics on Bloomburrow mostly draw their power from the Cosmos; the Batfolk preach that their ancestors become stars and they worship the moon. Folk Clerics might instead channel the power of community and friendship.

Druids are common on Bloomburrow, as nature is abundant, but their Wild Shape transforms them into insects and fish rather than other animalfolk. Druids of the Circle of the Moon or the Circle of Stars would likely follow the teachings of Batfolk who worship the cosmos. Druids of the Circle of the Sea would likely be taught by the Otterfolk.

Fighters are found all across Bloomburrow, as every village must be ready to defend itself from Calamity Beasts. Psi Warriors would likely be trained by Ratfolk, who often make use of psychic abilities. Many Mousefolk warriors use magic to create illusory copies of themselves as Echo Knights (from *Explorer's Guide to Wildemount*).

Monks are rare on Bloomburrow, but at least one such tradition was brought to the Birdfolk by a traveler from the plane of Tarkir.

Paladins are found on Bloomburrow as knights, often swearing oaths to protect Valley and its inhabitants. The Order of the Holly Leaf was a renowned group of Paladins were the guardians of the magical sword *Cragflame*.

Rangers are common on Bloomburrow, mostly in those groups who are willing to venture to the dangerous lands on the outskirts of Valley. Beast Masters form bonds not with animals (who are animalfolk on Bloomburrow), but with insects and fish. Fey Wanderers and Gloom Stalkers are Rangers who channel magic from planes beyond Bloomburrow.

Rogues are often found on Bloomburrow as bandits, but some make up adventuring parties as scouts and stealthy ambushers. Ratfolk are renowned as Rogues for their silent footpads, and especially as psychic Soulknives.

Sorcerers are wielders of innate magic. Draconic Sorcery might arise from dragons who come through Omenpaths to Bloomburrow (often becoming birds). Wild Sorcery might arise from the Calamity Beasts. Aberrant and Clockwork sorcery arise from planes beyond Bloomburrow.

Warlocks make pacts with powerful creatures to obtain magic. A Celestial Patron might be a Batfolk ancestor. Fey, Fiend, and Great Old One Patrons are powerful beings from other planes in the MtG multiverse.

Wizards are those who study magic and practice it to perfection. Otterfolk are the best Evokers on the plane, while Frogfolk are known for being Diviners. Some Mousefolk practice magic as Illusionists, while Squirrelfolk are ubiquitous Necromancers.

IRINA NORDSOL

JOSHUA CAIROS

DRUID SUBCLASS

A Druid subclass is a specialization that grants you features at certain levels, as specified in the subclass. Druids form loose associations, which they call circles, to preserve their traditions. This section presents the Circle of Wildfire subclass, an update for the Circle of Wildfire subclass from *Tasha's Cauldron of Everything*.

CIRCLE OF WILDFIRE

Conjure a Spirit of Destruction and Rebirth

Druids within the Circle of Wildfire understand that destruction is sometimes the precursor of creation, such as when a forest fire promotes later growth. These druids bond with a primal spirit that harbors both destructive and creative power, allowing the druids to create controlled flames that burn away one thing but give life to another.

LEVEL 3: CIRCLE OF WILDFIRE SPELLS

When you reach a Druid level specified in the Circle of Wildfire Spells table, you thereafter always have the listed spells prepared.

CIRCLE OF WILDFIRE SPELLS

Druid Level	Spell
3	*Burning Hands, Cure Wounds, Flaming Sphere, Scorching Ray*
5	*Plant Growth, Revivify*
7	*Aura of Life, Fire Shield*
9	*Flame Strike, Mass Cure Wounds*

LEVEL 3: WILDFIRE SPIRIT

You can summon the primal spirit bound to your soul. As a Magic action, you can expend a spell slot or a use of Wild Shape to summon your Wildfire Spirit. It manifests in an unoccupied space that you can see within range and uses the **Wildfire Spirit** stat block. The spirit disappears after 1 hour, when it is reduced to 0 Hit Points, when you use this feature to summon the spirit again, or when you die.

LEVEL 6: ENHANCED BOND

Whenever you cast a spell that deals Fire damage or restores Hit Points while your Wildfire Spirit is summoned, roll a d8. You gain a bonus to one damage or healing roll of the spell equal to the result.

In addition, when you cast a spell with a range other than Self, the spell can originate from you or your Wildfire Spirit.

BRIAN VALEZA

Level 10: Cauterizing Flames

You gain the ability to turn death into magical flames that can heal or incinerate. When a Small or larger creature dies within 30 feet of you or your Wildfire Spirit, a harmless spectral flame springs forth in the dead creature's space and flickers there for 1 minute. When a creature you can see enters that space, you can take a Reaction to extinguish the spectral flame there and either heal the creature or deal Fire damage to it. The healing or damage equals 2d10 plus your Wisdom modifier.

You can use this Reaction a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Level 14: Blazing Revival

The bond with your Wildfire Spirit can save you from death. If the spirit is within 120 feet of you when you are reduced to 0 Hit Points, you can cause the spirit to drop to 0 Hit Points. You then regain half your Hit Points.

Once you use this feature, you can't use it again until you finish a Long Rest.

Wildfire Spirit

Small Elemental, Neutral

AC 13 (natural armo)
HP 5 + five times your Druid level
Speed 30 ft., Fly 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	10	+0	+0	**Dex**	14	+2	+2	**Con**	14	+2	+2
Int	13	+1	+1	**Wis**	15	+2	+2	**Cha**	11	+0	+0

Immunities Fire; Charmed, Frightened, Grappled, Prone, Restrained
Senses Darkvision 60 ft., Passive Perception 12
Languages Understands the languages you know
CR None (XP 0; PB equals your Proficiency Bonus)

Actions

Flame Seed. *Ranged Attack Roll:* Bonus equals your spell attack modifier, range 60 ft. *Hit:* 1d6 + PB Fire damage.

Fiery Teleportation. *Dexterity Saving Throw:* DC equals your Spell Save DC, each creature within 5 feet. *Failure:* 1d6 + PB Fire damage. *Result:* The spirit and each willing creature of your choice within 5 feet teleport up to 15 feet to unoccupied spaces you can see.

RANGER SUBCLASS

A Ranger subclass is a specialization that grants you features at certain levels, as specified in the subclass. This section presents the Omenpath Walker subclass, an update and setting-specific flavoring for the Horizon Walker subclass from *Xanathar's Guide to Everything*.

OMENPATH WALKER

Channel the Power of the Multiverse

In the wake of a multiplanar invasion, Omenpaths now connect many disparate planes. These paths are unpredictable and uncontrollable, but you have learned to harness their wild magic.

LEVEL 3: PLANAR STRIKE

You can draw on the energy of the multiverse to augment your attacks. Once on each of your turns, when you damage a creature marked by your *Hunter's Mark*, the target takes an extra 1d8 Force damage. This extra damage increases to 2d8 when you reach Ranger level 11.

LEVEL 3: OMENPATH WALKER SPELLS

When you reach a Ranger level specified in the Omenpath Walker Spells table, you thereafter always have the listed spells prepared.

OMENPATH WALKER SPELLS

Ranger Level	Spell
3	*Detect Evil and Good*
5	*Misty Step*
9	*Magic Circle*
11	*Dimension Door*
17	*Teleportation Circle*

LEVEL 7: ETHEREAL STEP

As a Bonus Action, you can cast the *Etherealness* spell without a spell slot, but the spell ends at the end of the current turn. You can cast this spell this way a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

LEVEL 11: DISTANT STRIKE

When you take the Attack action, you can teleport up to 10 feet to unoccupied space you can see before each attack.

If you attack at least two different creatures with the action, you can make one additional attack against a third creature as part of the same action.

LEVEL 15: SPECTRAL DEFENSE

Your ability to move between planes enables you to slip through the planar boundaries to lessen the harm done to you during battle. When you take damage from an attack, you can take a Reaction to give yourself Resistance to all of that attack's damage.

BORJA PINDADO

SORCERER SUBCLASS

A Sorcerer subclass is a specialization that grants you features at certain levels, as specified in the subclass. This section presents the Storm Sorcery subclass, an update for the Storm Sorcery subclass from *Xanathar's Guide to Everything*.

STORM SORCERY

Harness the Wrath of Nature

The power of elemental air fuels your innate magic. Many can trace this power to a Calamity Beast, but perhaps you were born during a powerful gale, or your lineage might include the influence of air creatures from other planes.

LEVEL 3: STORM SPELLS

When you reach a Sorcerer level specified in the Storm Spells table, you thereafter always have the listed spells prepared.

STORM SPELLS

Sorcerer Level	Spells
1	*Create or Destroy Water*, *Gust of Wind*, *Shatter*, *Witch Bolt*
5	*Call Lightning*, *Fly*
7	*Control Water*, *Freedom of Movement*
9	*Destructive Wave*, *Telekinesis*

LEVEL 3: TEMPESTUOUS MAGIC

Immediately after you cast any level 1+ spell that deals Lightning or Thunder damage, you can take a Bonus Action to fly up to 10 feet without provoking Opportunity Attacks.

LEVEL 6: HEART OF THE STORM

You gain Resistance to Lightning and Thunder damage.

In addition, when you cast any level 1+ spell that deals Lightning or Thunder damage, creatures of your choice that you can see within 10 feet of you take Lightning or Thunder damage equal to half your Sorcerer level (choose the damage type each time this effect triggers).

LEVEL 14: STORM'S FURY

When you take damage from a creature that is within 5 feet of you, you can take a Reaction to deal Lightning damage to that creature equal to your Sorcerer level. That creature must also make a Strength saving throw against your Sorcerer Spell Save DC. On a failed save, the creature is pushed in a straight line up to 20 feet away from you.

LEVEL 18: TEMPEST SOUL

You gain immunity to Lightning and Thunder damage, and you gain a Fly Speed of 60 feet.

In addition, you can cast *Fly* (level 8 version) once without a spell slot, and you regain the ability to cast it this way when you finish a Long Rest.

Wizard Subclass

A Wizard subclass is a specialization that grants you features at certain levels, as specified in the subclass. This section presents the Necromancer subclass, an update for the School of Necromancy subclass from the 2014 *Player's Handbook*.

Necromancer

Manipulate Life and Undeath

Your studies focus on manipulating the energy in all living things. Most people see necromancers as menacing, or even villainous, due to the close association with death, but they see themselves as recyclers, not letting energy go to waste.

Level 3: Necromancy Savant

Choose two Wizard spells from the Necromancy school, each of which must be no higher than level 2, and add them to your spellbook for free.

In addition, whenever you gain access to a new level of spell slots in this class, you can add one Wizard spell from the Necromancy school to your spellbook for free.

Level 3: Grim Harvest

You gain the ability to reap life energy from creatures. When you reduce a creature that isn't a Construct or Undead to 0 Hit Points with a spell of level 1 or higher, you gain Temporary Hit Points equal to twice the spell's level, or three times its level if it is from the Necromancy school.

Level 3: Undead Familiar

You know the *Find Familiar* spell and always have it prepared. When you cast the spell, you choose one of the normal forms for your familiar or one of the following special forms: **Crawling Claw**, **Skeleton**, or **Zombie**.

Level 6: Undead Thrall

You know the *Summon Undead* spell and always have it prepared. When you cast it, the spell level in the stat block is one level higher than the spell slot's level.

You can cast this spell by expending a Hit Point Die rather than expending a spell slot. Once you cast this spell this way, you can't do so again until you finish a Long Rest.

Level 10: Inured to Undeath

You have spent so much time dealing with undeath that you have become inured to some of their worst effects. You have Resistance to Necrotic damage, and your Hit Point maximum can't be reduced.

Level 14: Undead Servant

When you cast *Summon Undead*, you can modify it so that it doesn't require Concentration. If you do, the spell's duration becomes 1 minute for that casting, and when summoned, the Undead has a number of Temporary Hit Points equal to your Wizard level plus your Intelligence modifier.

In addition, when you cast a spell with a range other than Self, the spell can originate from you or the Undead.

STEVE PRESCOTT

MATT STEWART

BACKGROUNDS

When you choose your character's background, choose one of the options presented in this chapter.

PARTS OF A BACKGROUND

A background includes the following parts.

Ability Scores. A background lists three ability scores. Increase one score by 2 and another score by 1, or increase all three by 1. None of these increases can increase a score above 20.

Feat. A background gives you an Origin feat. If a feat is unique to this book or has an updated version introduced in this book, the background will direct you to chapter 7. Otherwise, you may take the feat of that name as presented in your version of the *Player's Handbook*.

Skill Proficiencies. A background gives your character proficiency in two specified skills.

Tool Proficiency. Each background gives a character proficiency with one tool.

Equipment. Each background offers a choice between an equipment package and 50 GP.

OTHER BACKGROUNDS

If your character is from another plane of existence, you can choose a background option from another book instead. If that background doesn't include ability score adjustments, adjust your ability scores by increasing one score by 2 and another by 1, or increase three scores by 1. None of these increases can increase a score above 20. Also, if the background you choose doesn't provide a feat, you gain an Origin feat of your choice.

BACKGROUND DESCRIPTIONS

Eighteen backgrounds are presented in this section in alphabetical order:

Archivist
Artisan
Caretaker
Chef
Criminal
Entertainer
Farmer
Fisherman
Fortune Teller
Guard
Guide
Hunter
Innkeeper
Merchant
Noble
Sailor
Scavenger
Soldier

Acolyte

Ability Scores: Intelligence, Wisdom, Charisma
Feat: Magic Initiate (Cleric)
Skill Proficiencies: Insight and Religion
Tool Proficiency: Navigator's Tools
Equipment: *Choose A or B:* (A) Calligrapher's Supplies, Holy Symbol (Reliquary), Navigator's Tools, Parchment (5 sheets), Robe, Scroll Case, 7 GP; or (B) 50 GP

You've devoted yourself to service in a Batfolk church or secluded grove. There, you perform rites that honor your ancestors and the Cosmos. You've served under a Cleric and studied religion. Thanks to your Cleric's instruction and your devotion, you've also learned how to channel a modicum of divine, cosmic power in service to your place of worship and the people who prayed there.

Archivist

Ability Scores: Constitution, Intelligence, Wisdom
Feat: Magic Initiate (Wizard)
Skill Proficiencies: History and Investigation
Tool Proficiency: Calligrapher's Supplies
Equipment: *Choose A or B:* (A) Book (history), Calligrapher's Supplies, Parchment (5 sheets), Robe, Scroll Case, Trinket, 12 GP; or (B) 50 GP

You spent your formative years in the Knowledge Ossuary, the subterranean archive of Bloomburrow's history kept by the Ratfolk. The Long River brings flotsam of artifacts and forgotten lore to the Ossuary, and you've spent many a restless night studying trinkets and scrolls. Your mind was sharpened in the archive, and you're ready to put your knowledge to use.

Artisan

Ability Scores: Strength, Dexterity, Intelligence
Feat: Crafter (see chapter 7)
Skill Proficiencies: Investigation and Persuasion
Tool Proficiency: *Choose one kind of Artisan's Tools*
Equipment: *Choose A or B:* (A) Artisan's Tools (same as above), Book (craftsmanship), 2 Pouches, Traveler's Clothes, 7 GP; or (B) 50 GP

You began mopping floors and scrubbing counters in an artisan's workshop for a few acorns per day as soon as you were strong enough to carry a bucket. When you were old enough to apprentice, you learned to create basic crafts of your own, how to barter, and you've developed a keen eye for detail and value.

Caretaker

Ability Scores: Constitution, Wisdom, Charisma
Feat: Healer
Skill Proficiencies: Medicine and Persuasion
Tool Proficiency: Herbalism Kit
Equipment: *Choose A or B:* (A) Book (medicine), Healer's Kit, Herbalism Kit, Lamp, Oil (3 flasks), Quarterstaff, Traveler's Clothes, 11 GP; or (B) 50 GP

You've always had a level head and a knack for helping in dire situations. Perhaps you were raised in a large, busy family, or perhaps a crisis occurred when you were young that you jumped to solve. Once older, you tutored under a Cleric or folk healer, learning how to identify healing herbs and how to apply medicine and care to all the different species of Bloomburrow.

Cook

Ability Scores: Constitution, Intelligence, Wisdom
Feat: Chef (see chapter 7)
Skill Proficiencies: Nature and Survival
Tool Proficiency: Cook's Utensils
Equipment: *Choose A or B:* (A) Book (food), Cook's Utensils, Fine Clothes, Oil (3 flasks), Tinderbox, Iron Pot, 6 GP; or (B) 50 GP

You practically grew up in a kitchen, helping elders by preparing meals from a very young age. You've become familiar with many ingredients, and have developed an innate intuition on how to combine them into delicious dishes. Perhaps you've found work in a restaurant in a village or roadside inn.

Criminal

Ability Scores: Dexterity, Constitution, Intelligence
Feat: Alert
Skill Proficiencies: Sleight of Hand and Stealth
Tool Proficiency: Thieves' Tools
Equipment: *Choose A or B:* (A) Crowbar, 2 Daggers, Gaming Set (choose one kind), 2 Pouches, Thieves' Tools, Traveler's Clothes, 15 GP; or (B) 50 GP

You eked out a living cutting purses or burgling shops. Perhaps you grew up in the dark alleys of a large settlement like Three Tree City, or perhaps you turned to banditry on the roads between towns. You may have run with a mercenary gang, like Cruelclaw's infamous

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Entertainer

Ability Scores: Strength, Dexterity, Charisma
Feat: Musician (see chapter 7)
Skill Proficiencies: Acrobatics and Performance
Tool Proficiency: *Choose one kind of Musical Instrument*
Equipment: *Choose A or B:* (A) 2 Costumes, Mirror, Musical Instrument (same as above), Perfume, Traveler's Clothes, 3 GP; or (B) 50 GP

You spent much of your youth following Batfolk bards and Otterfolk acrobats, performing odd jobs in exchange for lessons. You've developed your own routine or performance, and you thrive on applause and long for the stage.

Farmer

Ability Scores: Strength, Constitution, Wisdom
Feat: Tough
Skill Proficiencies: Animal Handling and Nature
Tool Proficiency: Carpenter's Tools
Equipment: *Choose A or B:* (A) Carpenter's Tools, Healer's Kit, Iron Pot, Shovel, Sickle, Traveler's Clothes, 30 GP; or (B) 50 GP

You grew up close to the land, perhaps a Rabbitfolk garden or Squirrelfolk food reserve. Years tending insects and cultivating the earth rewarded you with patience and good health. You have a keen appreciate for nature's bounty and a healthy respect for nature's wrath.

Fisher

Ability Scores: Strength, Constitution, Wisdom
Feat: Lucky
Skill Proficiencies: Athletics and Survival
Tool Proficiency: Fishing Tackle
Equipment: *Choose A or B:* (A) Bedroll, Bucket, Dagger, Fishing Tackle, Navigator's Tools, Net, Trident, Traveler's Clothing, String, 12 GP; or (B) 50 GP

You have spent your life aboard fishing boats on the Long River or combing the shallows for the bounty of the ocean. Perhaps you were taught by a family of Frogfolk or Otterfolk, working to help feed your village. Regardless of how you began, you soon fell in love with the water, the art of fishing, and the promise of the eternal horizon.

Fortune Teller

Ability Scores: Dexterity, Wisdom, Charisma
Feat: Ritual Augur (see chapter 7)
Skill Proficiencies: Arcana and Insight
Tool Proficiency: *Choose one kind of Gaming Set*
Equipment: *Choose A or B:* (A) Arcane Focus (choose one kind), 5 Candles, Gaming Set (same as above), Mirror, Robe, 32 GP; or (B) 50 GP

When you were but a child, you experienced a vision of the future that came to pass. Sensing your potential, you were brought under the wing of a Frogfolk auger or Batfolk stargazer, and learned the patterns behind the chaos of the movement of the stars and Calamity Beasts. You've also been taught how to divine the future with the use of arcane tools. Your adventure begins when you receive another vision...

Guard

Ability Scores: Strength, Intelligence, Wisdom

Feat: Alert

Skill Proficiencies: Athletics and Perception

Tool Proficiency: *Choose one kind of Gaming Set*

Equipment: *Choose A or B:* (A) Bell, Crossbow Bolt Case, Gaming Set (same as above), Hooded Lantern, Light Crossbow, 20 Bolts, Manacles, Oil (3 flasks), Signal Whistle, Spear, Traveler's Clothes, 10 GP; or (B) 50 GP

You've spent countless hours in your post at the guard tower in a large settlement, perhaps Three Tree City or Fountainport. You were trained to keep one eye looking outside the wall, watching for signs of Calamity Beasts, and your other eye looking inside the wall, searching for bandits and troublemakers.

Guide

Ability Scores: Dexterity, Constitution, Wisdom

Feat: Alert

Skill Proficiencies: Stealth and Survival

Tool Proficiency: Cartographer's Tools

Equipment: *Choose A or B:* (A) Bedroll, Blanket, Cartographer's Tools, Map (choose one area), Quiver, Shortbow, 20 Arrows, Tent, Traveler's Clothes; or (B) 50 GP

You came of age outdoors, far from settled lands. Your home was anywhere you chose to spread your bedroll. There are wonders in Valley's wilderness—strange insects, Calamity Beasts, overgrown ruins—and you learned to fend for yourself as you explored them. From time to time, you've found work as a courier, wilderness guide, or insect hunter.

Innkeeper

Ability Scores: Intelligence, Wisdom, Charisma

Feat: Tough

Skill Proficiencies: Persuasion and Survival

Tool Proficiency: Brewer's Supplies

Equipment: *Choose A or B:* (A) Brewer's Supplies, Fine Clothes, 3 Glass Bottles, Iron Pot, Oil (3 flasks), Tinderbox, 6 GP; or (B) 50 GP

You spent much of your youth scrubbing floors and counters at a local inn for spare coin, and you soon became a popular regular fixture at the establishment. You were taken under the wing of the establishment's owner, and were taught how to run the business and sweet talk your patrons. You've even learned a few recipes for brewing spirits.

Merchant

Ability Scores: Constitution, Intelligence, Charisma

Feat: Lucky

Skill Proficiencies: Deception and Persuasion

Tool Proficiency: Navigator's Tools

Equipment: *Choose A or B:* (A) Block and Tackle, Cart, Navigator's Tools, 2 Pouches, Traveler's Clothes, 6 GP; or (B) 50 GP

You were apprenticed to a trader, caravan master, or shopkeeper, learning the fundamentals of commerce. You traveled broadly, and you earned a living by buying and selling the raw materials artisans need to practice their crafts, or finished works from such crafters. You might have transported goods from one place to another (by ship, wagon, or caravan) or bought them from traveling traders and sold them in your own shop.

Noble

Ability Scores: Strength, Intelligence, Charisma

Feat: Skilled

Skill Proficiencies: History and Persuasion

Tool Proficiency: *Choose one kind of Gaming Set*

Equipment: *Choose A or B:* (A) Fine Clothes, Gaming Set (same as above), Mirror, Perfume, 24 GP; or (B) 50 GP

There is no single authority in Valley, with individual settlements having mayors or councils. You were raised as the heir of one such nobleman, surrounded by wealth, power, and privilege. Your family ensured that you received a first-class education in history and diplomacy, and it was always expected that you would one day fulfill a position of leadership.

SAILOR

Ability Scores: Strength, Dexterity, Wisdom
Feat: Tavern Brawler (see chapter 7)
Skill Proficiencies: Acrobatics and Perception
Tool Proficiency: Navigator's Tools
Equipment: *Choose A or B:* (A) Block and Tackle, Dagger, Navigator's Tools, Pole, Rope, Traveler's Clothes, 18 GP; or (B) 50 GP

You lived on the Long River that cuts across Valley, wind at your back and decks swaying beneath your feet. You were raised alongside Otterfolk sailors, or perhaps pirates, and perched on barstools in more ports of call than you can remember. Along the river you've faced mighty storms, enormous river creatures, and even pirate crews.

SCAVENGER

Ability Scores: Dexterity, Wisdom, Charisma
Feat: Lucky
Skill Proficiencies: Insight and Stealth
Tool Proficiency: Thieves' Tools
Equipment: *Choose A or B:* (A) Bedroll, 2 Daggers, Hooded Lantern, Oil (3 flasks), 2 Pouches, Shovel, Thieves' Tools, Traveler's Clothes, 9 GP; or (B) 50 GP

You grew up on the fringes of society, perhaps on the streets of a settlement like Three Tree City, or perhaps on the outskirts of villages. You slept where you could and did odd jobs for food. You've learned to take what's been discarded or left unused, never letting anything go to waste.

SOLDIER

Ability Scores: Strength, Dexterity, Constitution
Feat: Savage Attacker
Skill Proficiencies: Athletics and Intimidation
Tool Proficiency: *Choose one kind of Gaming Set*
Equipment: *Choose A or B:* (A) Gaming Set (same as above), Healer's Kit, Quiver, Shortbow, 20 Arrows, Spear, Traveler's Clothes, 14 GP; or (B) 50 GP

Every settlement in Valley needs to be ready for Calamity Beasts, and many companies of mercenaries and knights form to stand vigilant. You began your martial training with one such group as soon as you reach adulthood and carry precious few memories of life before you took up arms. Battle is in your blood, and you put your training to use on the battlefield, protecting Valley by waging war.

JAKOB EIRICH

CHRISTINA KRAUS

Feats

THIS CHAPTER OFFERS A COLLECTION of seven feats. The following section explains the parts of a feat. Your background gives you a feat, and at certain levels, your class gives the choice of a feat for which you qualify.

By whatever means you acquire a feat, you can only take it once unless its description says otherwise.

Parts of a Feat

The description of a feat contains the following parts, which are presented after the feat's name.

Category. A feat is a member of a category, which is noted in the feat. If you're instructed to choose a feat from a specific category, such as the Origin category, that category must appear after the feat's name. If you're instructed to choose a feat and no category is specified, you can choose from any category.

Prerequisite. To take a feat, you must meet all prerequisites in its description unless a feature allows you to take the feat without the prerequisite. If a prerequisite includes a species, you must be a member of that species.

Benefit. The benefits of a feat are detailed after any prerequisites are listed. If you have a feat, you gain its benefits.

Feat Descriptions

This chapter's feats are presented alphabetically. If a feat in this chapter has the same name as a feat from another book, use the option presented in this chapter.

Chef

Origin Feat

You gain the following benefits.

Cook's Utensils. You gain proficiency with Cook's Utensils if you don't already have it.

Replensihing Meal As part of a Short Rest, you can cook special food if you have ingredients and Cook's Utensils on hand. You can prepare enough of this food for a number of creatures equal to 4 plus your Proficiency Bonus. At the end of the Short rRst, any creature who eats the food and spends one or more Hit Dice to regain Hit Points regains an extra 1d8 Hit Points.

Bolstering Treats. With 1 hour of work or when you finish a Long Rest, you can cook a number of treats equal to your Proficiency Bonus. These special treats last 8 hours after being made. A creature can use a Bonus Action to eat one of those treats to gain Temporary Hit Points equal to your character level plus your Wisdom modifier.

Crafter

Origin Feat

You gain the following benefits.

Tool Proficiency. You gain proficiency with three different Artisan's Tools of your choice from the Fast Crafting table.

Discount. Whenever you buy a nonmagical item, you receive a 20 percent discount on it.

Fast Crafting. When you finish a Long Rest you can craft one piece of gear from the Fast Crafting table, provided you have the Artisan's Tools associated with that item and have proficiency with those tools. The item lasts until you finish another Long Rest, at which point the item falls apart.

Fast Crafting

Artisan's Tools	Crafted Gear
Carpenter's Tools	Club, Greatclub, Quarterstaff, Ladder, Torch
Leatherworker's Tools	Case, Pouch, Waterskin
Mason's Tools	Block and Tackle
Potter's Tools	Jug, Lamp
Smith's Tools	Ball Bearings, Caltrops, Grappling Hook, Iron Pot
Tinker's Tools	Bell, Hunting Trap, Shovel, Tinderbox
Weaver's Tools	Basket, Blanket, Rope, Net, Tent
Woodcarver's Tools	10 Ammunition (except Bullets), Club, Greatclub, Quarterstaff

Musician

Origin Feat

You gain the following benefits.

Instrument Training. You gain proficiency with three different Musical Instruments of your choice.

Song of Courage. When you finish a Short or Long Rest, you can play a song using a Musical Instrument with which you have proficiency. A number of allies equal to your Proficiency Bonus are given Heroic Inspiration.

Ritual Augur

Origin Feat

You learn the *Augury* spell. You always have it prepared, and you can cast it using any spell slots you have of appropriate level. Wisdom is the spell's spellcasting ability.

Sonar Striker

General Feat (Prerequisite: Batfolk)

You gain the following benefits:

Ability Score Increase. Increase your Constitution score by 1, to a maximum of 30.

Thunder Resistance. You have Resistance to Thunder damage.

Searing Shriek. While you have Blindsight from your Echolation trait and take the Attack action on your turn, you can replace one attack with a sonar screech in a 15-foot cone. Each creature in that area that doesn't have the Deafened condition must make on a Constitution saving throw (DC 8 plus your Constitution modifier and Proficiency Bonus), taking 1d10 Thunder damage on a failed save, or half as much damage on a successful one.

Stormchaser

General Feat (Prerequisite: Otterfolk, Level 4+)

You gain the following benefits:

Ability Score Increase. Increase your Dexterity or Intelligence score by 1, to a maximum of 30.

Pearl of Wisdom. When you finish a Long Rest, you can transform a Pearl, Bottle, Trinket or other Tiny item you touch into a *Ring of Spell Storing*. You can only have one *Ring of Spell Storing* created with this benefit at a time; creating a new one causes the first to lose all its magic.

Clamming. When a spell attack misses you or you succeed on a saving throw against a spell that targets only you, if you are holding or wearing a *Ring of Spell Storing*, you can take a Reaction to store that spell in the ring if it can hold the spell.

Windcrested

General Feat (Prerequisite: Birdfolk)

You gain the following benefits:

Ability Score Increase. Increase your Dexterity score by 1, to a maximum of 30.

Flyby. You don't provoke Opportunity Attacks when you use your Fly Speed to move out of an enemy's reach.

Speedy. Your Speed increases by 10 feet.

YOHANN SCHEPACZ

Equipment

THIS CHAPTER PROVIDES RULES AND prices for new equipment characters might find or purchase in Bloomburrow. The DM determines if a shop has an item for sale and whether it's available at the listed price.

Coins

While barter is the preferred method of trade, Bloomburrow has plain coins with denominations and values equivalent to the standard D&D coinage, as described in the *Player's Handbook*.

Bloomburrow Equipment

All the equipment described in the *Player's Handbook* is available on Bloomburrow, but it will have the following unique properties on this plane.

Little Folk. The equipment is sized appropriately for the small animalfolk of the plane. This doesn't change its weight.

Materials. The equipment has a unique construction thanks to its size, often incorporating plant materials. For example, a sword for a Rabbitfolk might be a metal plated carrot, and a staff for a Frogfolk might be a rolled up leaf.

Metal. Metals on Bloomburrow are harvested from the iron ash trees of the Iron Forest. This site is sacred to Lizardfolk, making them the premiere smelters and metalworkers.

TOOLS

The following section presents three tools. If a tool has the same name as a tool from the *Player's Handbook*, use the version presented in this section; it has rules specific to this setting. A tool's description includes the tool's cost and weight, as well as the following entries:

Ability. This entry lists the ability normally used when making an ability check with the tool.
Utilize. This entry lists the thing you can normally do with the tool when you take the Utilize action.
Craft. This entry lists what, if anything, you can craft with the tool. See the *Player's Handbook* for crafting rules.
Variants. This entry appears if the tool has variants, which are listed. Each requires a separate proficiency.

GAMING SET (VARIES)

Ability: Wisdom **Weight:** —
Utilize: Discern whether someone is cheating at a game (DC 10), or win the game (DC 20)
Variants: Bubbleball (1 GP), Otterball (1 GP), playing card set (1 SP)

FISHING TACKLE (1 GP)

Ability: Wisdom **Weight:** 4 lb.
Utilize: Catch a Tiny fish, which weighs 1 lb. and feeds one Medium or smaller creature (DC 20)

MUSICAL INSTRUMENT (VARIES)

Ability: Charisma **Weight:** Varies
Utilize: Play a known tune (DC 10), or improvise a song (DC 15)
Variants: Harp (50 GP, 3 lb.), Drum (6 GP, 3 lb.), Flute (12 GP, 2 lb.), Horn (3 GP, 2 lb.), Lute (35 GP, 2 lb.)

ADVENTURING GEAR

The adventuring gear table in this section includes gear that characters can often find useful. These items are described here in alphabetical order, with an item's price appearing after its name. If a piece of gear in this section has the same name as gear from another book, use the version presented in this section.

ADVENTURING GEAR

Item	Weight	Cost
Arcane Focus	Varies	Varies
Bolas	2 lb.	2 GP
Glowberry	—	1 GP
Glider	25 lb.	35 GP
Lilypad	1 lb.	1 GP

ARCANE FOCUS (VARIES)

An Arcane Focus takes one of the forms in the Arcane Focuses table and is bejeweled or carved to channel arcane magic. A Sorcerer, Warlock, or Wizard can use such items as a Spellcasting Focus.

ARCANE FOCUSES

Focus	Weight	Cost
Bowl	3 lb.	10 GP
Fishbone	1 lb.	5 GP
Orb	3 lb.	20 GP
Skull	1 lb.	5 GP
Wand	1 lb.	10 GP

BOLAS (2 GP)

When you take the Attack action, you can replace one of your attacks with throwing a Bolas. Target a creature you can see within 60 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or have the Restrained condition until it escapes. The target succeeds automatically if it is Huge or larger. While Restrained, the target also has the Prone condition.

To escape, the target or a creature within 5 feet of it must take an action to make a DC 10 Strength (Athletics) check, freeing the Restrained creature on a success. Destroying the Bolas (AC 10; 5 HP; Immuity to Bludgeoning, Poison, and Psychic damage) also frees the Restrained creature, ending the effect.

GLOWBERRY (1 GP)

Glowberries are naturally illuminating plants that are sometimes used in lanterns. A glowberry naturally sheds Bright Light in a 30-foot radius and Dim Light for an additional 30 feet. Once plucked, a glowberry sheds light for 1d6 days before withering.

GLIDER (35 GP)

A glider is a Medium contraption formed from a light material, such as a leaves or feathers, that allows you to glide. When you fall at least 10 feet while holding or wearing the glider, you can take a Reaction to glide horizontally in any direction a number of feet equal to your Speed, and you take 0 damage from the fall.

LILYPAD (3 GP)

Lilypads are often used on Bloomburrow as floating devices. A large lilypad on water provides enough buoyancy to keep a Medium or smaller creature afloat, provided the creature isn't wearing Heavy armor.

BORJA PINDADO

MAGIC ITEMS

This chapter provides rules for five magic items that can be found in Bloomburrow. See the *Dungeon Master's Guide* for how to use magic items.

Some of these items might be available for purchase according to the prices listed in the Magic Items for Sale table below.

MAGIC ITEMS FOR SALE

Item	Rarity	Cost
Brightblade	Rare	4,000 GP
Cragflame	Artifact	–
Moonstone Weapon	Uncommon	400 GP
Feather of Flight	Uncommon	400 GP
Tempest Trapper's Suit	Uncommon	300 GP

MAGIC ITEM DESCRIPTIONS

The magic items are listed in alphabetical order.

BRIGHTBLADE

Weapon (Dagger, Rapier Scimitar, or Shortsword), Rare

Brightblades are an order of warriors who wield weapons made from glass. They are trained to constantly mind the sun's position, adjusting the angle of their blade to maximize glare.

The weapon has 4 charges and regains 1d4 charges daily at dawn. As a Bonus Action while holding the weapon, you can expend 1 of its charges to cast the *Blindness/Deafness* spell (blindness only; spell save DC 14), provided you aren't in dim light or darkness.

Cragflame

Weapon (Longsword), Artifact (Requires Attunement)

Cragflame is a blade crafted from a massive tooth from **Wildsear**, the Wildfire Wolf, honed down to a size manageable for little folk.

Magic Weapon. You gain a +3 bonus to attack and damage rolls made with this magic sword. On a hit, the sword deals an additional 3d6 Fire damage.

Light. While you wield the sword, it sheds Bright Light in a 20-foot radius, and Dim Light for an additional 20 feet.

Warmth of Flame. While wielding the sword, you have Immunity to Fire damage and Resistance to Cold damage.

Call the Wolf. As a Magic action while wielding the sword, you can summon a fiery wolf with the statistics of a **Hell Hound** in an unoccupied space you can see within 30 feet of yourself. The creature is an ally to you and your allies. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

Once this property of the sword is used, it can't be used again until the next dawn.

Burn the Thief. If you're attuned to the sword and another creature tries to attune to it, the sword casts the *Disintegrate* spell on that creature.

Moonstone Weapon

Weapon (any Melee weapon), Uncommon

Moonstone weapons drink in the last light of dusk to give their wielders an edge in combat.

The weapon has 4 charges and regains 1d4 charges daily at dawn. When you hit a creature with a melee attack using the weapon, you can expend 1 of its charges to deal an extra 1d4 damage to the target, provided you and the target are both in Dim Light or Darkness.

Feather of Flight

Wondrous Item, Uncommon (Requires Attunement)

As a Magic action while holding this feather, you can sprout ethereal wings for 1 hour, or until you dismiss the wings as a Bonus Action. The wings give you a Fly Speed equal to your Speed. If you are in the air when the wings disappear, you fall if nothing is holding you aloft. Once the feather is used, it can't be used again until the next dawn.

Tempest Trapper's Suit

Armor (Plate), Uncommon

This suit is made from fish parts, and includes a helmet made from a giant fish head.

Underwater Adaptation. While wearing the armor, you gain the following benefits:

- You can breathe air and water.
- You have a Swim Speed equal to your Speed.
- You have Resistance to Cold damage.

OLENA RICHARDS

RANDY VARGAS

SPELLS

MAGIC FUNCTIONS ON Bloomburrow as it does in most other D&D settings, with a few exceptions. Spellcasting on Bloomburrow is known to the native animalfolk as "Weaving," and each species has their own spellcasting traditions.

ALTERATIONS TO MAGIC

The native species of Bloomburrow appear as animals, but are sapient. Certain spells that interact with Beasts behave differently when cast on Bloomburrow.

Animal Messenger. This spell lists certain example animals as Beasts, none of which would actually be classified as Beasts on Bloomburrow. Instead, this spell targets insects, fish, and other Beasts (see appendix A).

Faithful Hound. Hounds on Bloomburrow would be enormous compared to the animalfolk. Instead of a watchdog, this spell conjures a phantom insect. For its Material component, it requires a cube of sugar instead of a piece of bone.

Find Familiar. The normal animal forms for a familiar on Bloomburrow are a **Crab**, an **Octopus**, a **Spider**, or any Beast from Bloomburrow that has a Challenge Rating of 0 (see appendix A).

Find Steed. Instead of appearing as an animal, the creature summoned by this spell resembles a Barkform steed; a quadrupedal construct made entirely of bark, twigs, and leaves.

Speak with Animals. Despite retaining its name, this spell It doesn't allow you to communicate with other animalfolk species if you don't share a language with them. Instead, you can communicate with insects, fish, and other Beasts (see appendix A).

Conjure & Summon Spells. Other spells may summon creatures from other planes of existence. Regardless of what kind of creatures these spells summon, sapient beings summoned to Bloomburrow always appear as animalfolk, and non-sapient creatures always appear as insects or fish.

SPELL DESCRIPTIONS

This chapter provides descriptions of fifteen common spells in Bloomburrow. The spells are presented in alphabetical order. If a spell in this chapter has the same name as a spell from another book, use the version of the spell presented in this chapter.

ASCEND

Level 2 Transmutation (Druid, Sorcerer, Warlock, Wizard)

Casting Time: Action
Range: Touch
Components: V, S
Duration: Concentration, up to 10 minutes

You touch an object or portion of solid earthen ground no larger than 3 feet in diameter that weighs no more than 200 pounds. The object can't be worn or carried, and the ground can't be in a space occupied by a creature other than you. The spell causes the target to float above the ground for the duration, and the target can magically support up to 200 pounds. If more weight is placed on it, the spell ends, and the target and everything on it falls to the ground.

Until the spell ends, you can take a Magic action to move the target up to 20 feet in any direction, including vertically into the air. If you are ever more than 100 feet from the target, the spell ends.

When the spell ends, the target floats gently to the ground if it is still aloft.

CATAPULT

Level 1 Transmutation (Druid, Ranger, Wizard)

Casting Time: Action
Range: 60 feet
Components: S
Duration: Instantaneous

Choose a nonmagical object weighing 1 to 5 pounds within range that isn't being worn or carried. The object flies in a straight line up to 20 feet in a direction you choose before falling to the ground, stopping early if it strikes a solid surface.

If the object would strike a creature, that creature must succeed on a Dexterity saving throw or be struck. When the object strikes something, the object and what it strikes each take 1d6 Bludgeoning damage for every 10 feet the object moved.

Using a Higher-Level Spell Slot. The distance the object flies increases by 20 feet for each spell slot level above 1.

CONJURE DARKSTAR

Level 3 Conjuration (Artificer, Cleric, Druid, Warlock, Wizard)

Casting Time: Action
Range: 60 feet
Components: V, S, M (a star chart or Navigator's Tools)
Duration: Concentration, up to 1 minute

You conjure a 2-foot diameter black Sphere in a space that you can see within range, which lasts for the duration. As a Magic action on later turns, you can move the sphere a number of feet equal to five times your spellcasting ability modifier.

When the Sphere appears, a creature in its space must make a Dexterity saving throw. On a failed save, a creature is touched by the Sphere and takes 4d10 Force damage. A creature also makes this save when the Sphere moves into its space and when it enters the spell's area or ends its turn there. A creature makes this save only once per turn. A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.

A target killed or destroyed by this spell is sucked into the Sphere and disappears. A creature killed by this spell can be restored to life only by means of a *True Resurrection* or *Wish* spell.

FEED THE CYCLE

Level 1 Necromancy (Druid, Ranger, Sorcerer, Warlock)

Casting Time: Action or Ritual
Range: Touch
Components: V, S, M (a fruit or leaf from a poison sumac)
Duration: Instantaneous

You drain the residual energy of a corpse you touch and cause a single nonmagical plant you are familiar with to sprout from it. If you choose a food-bearing plant, it produces enough food to sustain 5 creatures for one day. The plant withers after 24 hours.

A corpse drained by this spell is destroyed; the creature can only be returned to life by means of a *True Resurrection* or *Wish* spell.

HAZEL'S NOCTURNE

Level 3 Conjuration (Druid, Ranger, Wizard)

Casting Time: Action
Range: 90 feet
Components: V, S, M
Duration: Concentration, up to 1 hour

You call forth a Nocturne Spirit, the spirit of long departed animalfolk. It manifests in an unoccupied space that you can see within range and uses the Noctune Spirit stat block. When you cast the spell, choose an animalfolk species. The creature appears as a construct of twigs and leaves that resembles a member of the chosen species. The creature disappears when it drops to 0 Hit Points or when the spell ends.

The creature is an ally to your and your allies. In combat, it shares your initiative count, but its takes its turn immediately after yours. It obeys your verbal commands (no acction required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

Using a Higher-Level Spell Slot. Use the spell slot's level for the spell level in the stat block.

NOCTURNE SPIRIT

Medium Undead, Neutral

AC 12 + the spell's level
HP 30 + 10 for each spell level above 3
Speed 30 ft., Fly 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	13	+1	+1	**DEX**	16	+3	+3	**CON**	14	+2	+2
INT	14	+2	+2	**WIS**	15	+2	+2	**CHA**	15	+2	+2

Vulnerabilities Fire
Immunities Necrotic
Senses Darkvision 60 ft., Passive Perception 12
Languages understands the languages you know and the languages it knew in life
CR None (XP 0; PB equals your Proficiency Bonus)

TRAITS

Leaf Form. The spirit can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide.

Plant Camouflage. The spirit has Advantage on Dexterity (Stealth) checks it makes in forest terrain.

ACTIONS

Multiattack. The spirit makes a number of Cutting Leaves attacks equal to half this spell's level (rounded down).

Cutting Leaves. *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft.. *Hit:* 2d6 + 3 + the spell's level magical Slashing damage.

HEAT STONE

Level 2 Transmutation (Artificer, Bard, Druid)

Casting Time: Action
Range: 60 feet
Components: V, S, M (an agate and a flame)
Duration: Concentration, up to 1 minute

Choose a nonmagical stone object or surface that you can see within range. The stone can be natural or worked. This spell affects a Large or smaller stone object, or a 10-foot cube portion of a Huge or larger stone object or surface. You cause the stone to glow red-hot. Any creature in physical contact with the stone takes 2d8 Fire damage when you cast the spell. Until the spell ends, you can take a Bonus Action on each of your later turns to deal this damage again if the stone is within range.

If a creature is holding or wearing the stone object and takes damage from it, the creature must succeed on a Constitution saving throw or drop the object if it can. If it doesn't drop the object, it has Disadvantage on attack rolls and ability checks until the start of your next turn.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 2.

HIGH STRIDE

Level 1 Conjuration (Artificer, Bard, Druid, Ranger, Wizard)

Casting Time: Action
Range: Self
Components: V, S, M (a plant stalk)
Duration: 1 minute

You summon two tall plant stalks that act as stilts. They appear in your space worn by you and last for the duration. When you cast the spell, choose a height for the stilts between 2 and 5 feet. As long as you're wearing the stilts, your height is increased by the chosen amount. The spell ends early if you are no longer wearing the stilts.

HOARDER'S OVERFLOW

Level 1 Conjuration (Artificer, Bard, Wizard)

Casting Time: Action
Range: 30 feet
Components: V, S, M (a mirror)
Duration: Concentration, up to 10 minutes

Choose one object weighing no more than 5 pounds that you can see within range and that isn't fixed to a surface. A perfect duplicate of the object springs from it and appears in the original object's space. The duplicate does not share any of the original object's magical properties, and disappears when the spell ends. If you choose a chest or other container, only the container is duplicated, not its contents.

A creature that takes a Study action to examine the object can determine that it is a duplicate with a successful Intelligence (Investigation) check against your spell save DC.

Using a Higher-Level Spell Slot. You can target one additional object for each spell slot level above 1.

MIND SPIRAL

Level 2 Enchantment (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

Each creature of your choice in a 5-foot radius Sphere centered on a point that you can see within range must succeed on a Wisdom saving throw or have the Stunned condition for the duration. At the end of each of its turn, the target repeats the save, ending the spell on itself on a success.

Peerless Recycling

Level 4 Transmutation (Artificer, Druid, Sorcerer, Wizard)

Casting Time: 1 minute
Range: Touch
Components: V, S
Duration: 1 hour

You touch a nonmagical object no larger than a 5-foot cube and transform it into another nonmagical object that is no larger and no heavier than the original object. The new object must be of a form you have seen, and it is composed of the material of the original object (vegetable matter, stone, metal, and the like). The transformation lasts for the duration.

Using an object affected by this spell as another spell's Material component or Spellcasting Focus causes that spell to fail.

Polliwallop

Level 2 Transmutation (Artificer, Druid, Sorcerer, Wizard)

Casting Time: Action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

Your fists, claws, or talons become enlarged for the duration. While the spell lasts, you can use these enlarged natural weapons to make Unarmed Strikes. You have a +1 bonus to the attack and damage rolls you make using them. When you hit with them and deal damage, you deal magical Bludgeoning, Piercing, or Slashing damage equal to 1d6 plus your Strength modifier, instead of the normal damage of an Unarmed Strike (choose the damage type when you cast this spell).

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 2. The bonus increases to +2 with a level 3–5 spell slot. The bonus increases to +3 with a level 6+ spell slot.

Psychic Whorl

Level 3 Enchantment (Bard, Druid, Warlock, Wizard)

Casting Time: Action
Range: 60 feet
Components: V, S, M (a snail shell)
Duration: 10 minutes

One creature that you can see within range makes a Charisma saving throw. On a failed save, the target is afflicted with Short-Term Madness for the duration (see the *Dungeon Master's Guide*).

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 3.

Sugar Coat

Level 5 Transmutation (Bard, Druid, Sorcerer, Wizard)

Casting Time: Action
Range: 60 feet
Components: V, S, M (a pinch of ginger and cloves)
Duration: Concentration, up to 1 hour

Choose one creature or nonmagical object that you can see within range. The target shape-shifts into a gingerbread cookie for the duration, with a shape and design reminiscent of its original form. An unwilling creature can make a Wisdom saving throw, and if it succeeds, it isn't affected by this spell.

The gingerbread cookie is a Tiny object with AC 11 and Immunity to Poison and Psychic damage. When the target shape-shifts, it gains 2 Temporary Hit Points. The spell ends early if it has no Temporary Hit Points left. After the spell ends, the creature has no memory of time spent in this form.

Take Out the Trash

Level 1 Transmutation (Druid, Ranger, Wizard)

Casting Time: Action
Range: 10 feet
Components: V, S
Duration: Instantaneous

Choose a number of Tiny nonmagical objects within range that aren't being worn or carried and aren't fixed to a surface. You pull the objects together to form a magical barrier in an unoccupied space within range. The barrier lasts for the duration or until it is destroyed. The number of objects that compose the barrier determine its AC, Hit Points, and what Cover it provides to Medium or smaller creatures.

Objects	AC	HP	Cover
1	11	4	None
2	12	9	Three-Quarters
3	13	13	Three-Quarters
4	14	18	Half
5+	15	22	Total

Damaging or destroying the barrier does not affect the objects that compose it, which fall harmlessly in the barrier's space when the spell ends.

STEVEN RUSSELL BLACK

APPENDIX A

CREATURE STAT BLOCKS

THIS APPENDIX PROVIDES STAT blocks for creatures mentioned elsewhere in this book, particularly in the class, equipment, and spell chapters. See the rules glossary in the Revised *Player's Handbook*, or the *Monster Manual*, for how to read a stat block.

When the Dungeon Master uses a stat block, they may change details in it.

STAT BLOCK DESCRIPTIONS

The following stat blocks are presented in alphabetical order.

ANT

Tiny Beast, Unaligned

AC 11 **Initiative** +1 (11)
HP 1 (1d4 – 1)
Speed 10 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	1	–5	–5	**DEX**	13	+1	+1	**CON**	8	–1	–1
INT	1	–5	–5	**WIS**	7	–2	–2	**CHA**	1	–5	–5

Skills Perception +2
Senses Passive Perception 12
Languages None
CR 0 (XP 0; PB +2)

TRAITS

Spider Climb. The ant can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Bite. *Melee Attack Roll:* +0, reach 5 ft. *Hit:* 1 Piercing damage.

BARKFORM STEED

Medium Plant, Unaligned

AC 16 **Initiative** +2 (12)
HP 16 (3d8+3)
Speed 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	14	+2	+2	**DEX**	14	+2	+2	**CON**	13	+1	+1
INT	2	–4	–4	**WIS**	12	+1	+1	**CHA**	7	–2	–2

Vulnerabilities Fire
Senses Passive Perception 11
Languages Understands Common but can't speak
CR 1/4 (XP 50; PB +2)

TRAITS

Plant Camouflage. The steed has Advantage on Dexterity (Stealth) checks to hide in forest terrain.

Unusual Nature. The steed doesn't need air, food, drink, or sleep.

ACTIONS

Slam. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Bludgeoning damage. If the steed moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 3 (1d6) Bludgeoning and, if it is Large or smaller, has the Prone condition.

Blooming Blast (Recharge 5–6). *Ranged Attack Roll:* +4, range 20/60 ft. *Hit:* 6 (1d8 + 2) Bludgeoning damage.

Bee

Tiny Beast, Unaligned

AC 11 **Initiative** +1 (11)
HP 1 (1d4 – 1)
Speed 5 ft., Fly 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	1	–5	–5	**Dex**	13	+1	+1	**Con**	8	–1	–1
Int	1	–5	–5	**Wis**	7	–2	–2	**Cha**	1	–5	–5

Skills Perception +2
Senses Blindsight 10 ft., Passive Perception 12
Languages None
CR 0 (XP 0; PB +2)

Actions

Sting. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 1 Piercing damage, and the bee loses 1 Hit Point.

Crawling Claw

Tiny Undead, Unaligned

AC 12 **Initiative** +2 (12)
HP 2 (1d4)
Speed 20 ft., Climb 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	13	+1	+1	**Dex**	14	+2	+2	**Con**	11	+0	+0
Int	5	–3	–3	**Wis**	10	+0	+0	**Cha**	4	–3	–3

Immunities Poison; Charmed, Exhaustion, Poisoned
Senses Blindsight 30 ft. (Blinded beyond this radius), Passive Perception 10
Languages Understands Common but can't speak
CR 0 (XP 10; PB +2)

Actions

Claw. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 3 (1d4 + 1) Slashing damage.

Cricket

Tiny Beast, Unaligned

AC 11 **Initiative** +1 (11)
HP 1 (1d4 – 1)
Speed 10 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	1	–5	–5	**Dex**	13	+1	+1	**Con**	8	–1	–1
Int	1	–5	–5	**Wis**	7	–2	–2	**Cha**	1	–5	–5

Senses Passive Perception 8
Languages None
CR 0 (XP 0; PB +2)

Actions

Bite. *Melee Attack Roll:* +0, reach 5 ft. *Hit:* 1 Piercing damage.

Bonus Actions

Standing Leap. The cricket jumps up to its Speed without provoking Opportunity Attacks.

Clam

Tiny Beast, Unaligned

AC 12 **Initiative** +0 (10)
HP 2 (1d4)
Speed 5 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	7	–2	–2	**Dex**	10	+0	+0	**Con**	10	+0	+0
Int	5	–3	–3	**Wis**	13	+1	+1	**Cha**	8	–1	–1

Immunities Prone
Senses Darkvision 60 ft., Tremorsense 60 ft., Passive Perception 11
Languages None
CR 0 (XP 0; PB +2)

Traits

Water Breathing. The clam can breathe only underwater.

Underwater Camouflage. The clam has Advantage on Dexterity (Stealth) checks it makes in underwater terrain.

Actions

Bite. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 1 Bludgeoning damage plus 1 Acid damage.

Psuedopod. *Dexterity Saving Throw:* DC 12, one creature within 5 feet of the clam. *Failure:* 1 Bludgeoning damage, and the target has the Grappled condition if it is Small or smaller.

Dragonfly

Tiny Beast, Unaligned

AC 13 **Initiative** +3 (13)
HP 1 (1d4 – 1)
Speed 5 ft., Fly 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	3	–4	–4	**Dex**	16	+3	+3	**Con**	8	–1	–1
Int	3	–4	–4	**Wis**	10	+0	+0	**Cha**	3	–4	–4

Senses Passive Perception 10
Languages None
CR 0 (XP 0; PB +2)

Traits

Drone. When the dragonfly uses its Fly speed, it emits a loud droning sound that can be heard out to a range of 60 feet.

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 1 Piercing damage.

Reactions

Evade. *Trigger:* The dragonfly succeeds on a Dexterity saving throw to take only half damage. *Response:* The dragonfly instead takes no damage.

Electric Eel

Tiny Beast, Unaligned

AC 12 **Initiative** +2 (12)
HP 10 (3d4 + 3)
Speed 0 ft., Swim 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	10	+0	+0	**Dex**	14	+2	+4	**Con**	12	+1	+1
Int	7	–2	–2	**Wis**	10	+0	+0	**Cha**	7	–2	–2

Skills Perception +2, Stealth +4
Senses Blindsight 10 ft., Passive Perception 12
Languages None
CR 1/8 (XP 25; PB +2)

Traits

Water Breathing. The eel can breathe only underwater.

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Piercing damage.

Electric Jolt (Recharge 5–6). *Constitution Saving Throw:* DC 12, one creature within 5 feet, or each creature within 10 feet that is in contact with the same body of water. *Failure:* 2 (1d4) Lightning damage and the target has the Stunned condition until the end of its next turn. *Success:* Half damage.

Fire Ant

Tiny Beast, Unaligned

AC 11 **Initiative** +1 (11)
HP 1 (1d4 – 1)
Speed 10 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	1	–5	–5	**Dex**	13	+1	+1	**Con**	8	–1	–1
Int	1	–5	–5	**Wis**	7	–2	–2	**Cha**	1	–5	–5

Skills Perception +2
Senses Passive Perception 12
Languages None
CR 1/8 (XP 25; PB +2)

Traits

Heated Body. A creature that hits the ant with a melee attack while within 5 feet of it takes 2 (1d4) Fire damage.

Spider Climb. The ant can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Bite. *Melee Attack Roll:* +0, reach 5 ft. *Hit:* 1 Piercing damage plus 1 Fire damage.

Flame Spit (Recharge 5–6). *Dexterity Saving Throw:* DC 11, one creature the ant can see within 20 feet. *Faliure:* 2 (1d4) Fire damage.

Firefly

Tiny Beast, Unaligned

AC 12 **Initiative** +2 (12)
HP 1 (1d4 – 1)
Speed 5 ft., Fly 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	1	–5	–5	**Dex**	14	+2	+2	**Con**	8	–1	–1
Int	1	–5	–5	**Wis**	7	–2	–2	**Cha**	1	–5	–5

Senses Passive Perception 8
Languages None
CR 0 (XP 0; PB +2)

Actions

Secrete Poison. *Dexterity Saving Throw:* DC 12, one creature the firefly can see within 5 feet of it. *Failure:* 1 Poison damage.

Illumination. Until the start of its next turn, the firefly sheds Bright Light in a 15-foot radius and Dim Light for an additional 15 feet.

Fish

Tiny Beast, Unaligned

AC 13 **Initiative** +3 (13)
HP 1 (1d4 – 1)
Speed 0 ft., Swim 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	2	–4	–4	**Dex**	16	+3	+3	**Con**	9	–1	–1
Int	1	–5	–5	**Wis**	7	–2	–2	**Cha**	2	–4	–4

Senses Darkvision 60 ft., Passive Perception 8
Languages None
CR 0 (XP 0; PB +2)

Traits

Water Breathing. The fish can breathe only underwater.

Actions

Slam. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 1 Bludgeoning damage.

Giant Clam

Medium Beast, Unaligned

AC 18 **Initiative** +1 (11)
HP 58 (9d8 + 18)
Speed 5 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	17	+3	+3	**Dex**	12	+1	+1	**Con**	15	+2	+2
Int	5	–3	–3	**Wis**	13	+1	+1	**Cha**	8	–1	–1

Immunities Prone
Gear Pearl (100 GP)
Senses Darkvision 60 ft., Tremorsense 60 ft., Passive Perception 11
Languages None
CR 2 (XP 450; PB +2)

Traits

Water Breathing. The clam can breathe only underwater.

Underwater Camouflage. The clam has Advantage on Dexterity (Stealth) checks it makes in underwater terrain.

Actions

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Bludgeoning damage plus 4 (1d8) Acid damage.

Psuedopod. *Dexterity Saving Throw:* DC 15, one creature within 5 feet of the clam. *Failure:* 7 (1d8 + 3) Bludgeoning damage, and the target has the Grappled condition if it is Large or smaller.

Giant Dragonfly

Large Beast, Unaligned

AC 16 **Initiative** +4 (14)
HP 22 (4d10)
Speed 10 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	15	+2	+2	**Dex**	18	+4	+4	**Con**	8	–1	–1
Int	3	–4	–4	**Wis**	10	+0	+0	**Cha**	3	–4	–4

Senses Passive Perception 10
Languages None
CR 1/2 (XP 100; PB +2)

Traits

Drone. When the dragonfly uses its Fly speed, it emits a loud droning sound that can be heard out to a range of 120 feet.

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 1 Piercing damage.

Reactions

Uncanny Dodge. *Trigger:* A creature the dragonfly can see hits it with an attack. *Response:* The dragonfly halves the damage from the attack.

Giant Snail

Large Beast, Unaligned

AC 11 **Initiative** –3 (7)
HP 22 (4d10)
Speed 5 ft., Climb 5 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	10	+0	+0	**Dex**	3	–4	–4	**Con**	11	+0	+0
Int	3	–4	–4	**Wis**	10	+0	+0	**Cha**	3	–4	–4

Senses Darkvision 60 ft., Passive Perception 10
Languages None
CR 1/4 (XP 50; PB +2)

Traits

Salt Osmosis. The snail takes 1d4 Necrotic damage if it ends its turn in contact with a pound or more of salt. If a creature takes the Utilize action to sprinkle a pound or more of salt on the snail, the snail takes 1d4 Necrotic damage.

Actions

Rasp. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 3 (1d6) Bludgeoning damage plus 2 (1d4) Poison damage.

Shell Defense. The snail withdraws into its shell until it emerges as a Bonus Action. Until it emerges, it gains a +4 bonus to its AC and has the Restrained condition.

Ladybug

Tiny Beast, Unaligned

AC 11 **Initiative** +1 (11)
HP 1 (1d4 – 1)
Speed 5 ft., Fly 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	1	–5	–5	**Dex**	13	+1	+1	**Con**	8	–1	–1
Int	1	–5	–5	**Wis**	7	–2	–2	**Cha**	1	–5	–5

Skills Perception +2
Senses Blindsight 10 ft., Passive Perception 12
Languages None
CR 0 (XP 0; PB +2)

Traits

Beast of Burden. The ladybug is considered one size larger for the purpose of determining its carrying capacity.

Actions

Bite. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 1 Piercing damage.

Luna Moth

Tiny Beast, Unaligned

AC 11 **Initiative** +1 (11)
HP 1 (1d4 – 1)
Speed 5 ft., Fly 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	1	–5	–5	**Dex**	13	+1	+1	**Con**	8	–1	–1
Int	1	–5	–5	**Wis**	7	–2	–2	**Cha**	1	–5	–5

Skills Perception +2, Stealth +3
Senses Passive Perception 12
Languages None
CR 0 (XP 0; PB +2)

Traits

Acoustic Deflection. The moth can't be perceived by Blindsight.

Flyby. The moth doesn't provoke Opportunity Attacks when it flies out of an enemy's reach.

Mantis Shrimp

Tiny Beast, Unaligned

AC 12 **Initiative** +0 (10)
HP 2 (1d4)
Speed 20 ft., Swim 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	10	+1	+1	**Dex**	11	+0	+0	**Con**	10	+0	+0
Int	1	–5	–5	**Wis**	8	–1	–1	**Cha**	2	–4	–4

Senses Blindsight 30 ft., Passive Perception 9
Languages None
CR 1/8 (XP 25; PB +2)

Traits

Amphibious. The shrimp can breathe air and water.

Actions

Punch. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 2 (1d4) Bludgeoning damage plus 1 Thunder damage.

Pillbug

Tiny Beast, Unaligned

AC 11 **Initiative** +1 (11)
HP 1 (1d4 – 1)
Speed 5 ft., Climb 5 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	1	–5	–5	**Dex**	13	+1	+1	**Con**	8	–1	–1
Int	1	–5	–5	**Wis**	7	–2	–2	**Cha**	1	–5	–5

Senses Passive Perception 8
Languages None
CR 0 (XP 0; PB +2)

Actions

Bite. *Melee Attack Roll:* +0, reach 5 ft. *Hit:* 1 Piercing damage.

Ball Defense. The pillbug curls into a ball until it emerges as a Bonus Action. Until it emerges, it gains a +4 bonus to its AC and has the Restrained condition.

SNAIL

Tiny Beast, Unaligned

AC 10 **Initiative** –3 (7)
HP 2 (1d4)
Speed 5 ft., Climb 5 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	3	–4	–4	**DEX**	3	–4	–4	**CON**	10	+0	+0
INT	3	–4	–4	**WIS**	10	+0	+0	**CHA**	3	–4	–4

Senses Darkvision 60 ft., Passive Perception 10
Languages None
CR 0 (XP 0; PB +2)

TRAITS

Salt Osmosis. The snail takes 1d4 Necrotic damage if it ends its turn in contact with a pound or more of salt. If a creature takes the Utilize action to sprinkle a pound or more of salt on the snail, the snail takes 1d4 Necrotic damage.

ACTIONS

Rasp. *Melee Attack Roll:* +0, reach 5 ft. *Hit:* 1 Bludgeoning damage plus 1 Poison damage.

Shell Defense. The snail withdraws into its shell until it emerges as a Bonus Action. Until it emerges, it gains a +4 bonus to its AC and has the Restrained condition.

SWAMP CENTIPEDE

Medium Beast, Unaligned

AC 12 **Initiative** +2 (12)
HP 13 (3d8)
Speed 30 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	10	+0	+0	**DEX**	14	+2	+2	**CON**	10	+0	+0
INT	3	–4	–4	**WIS**	10	+0	+0	**CHA**	3	–4	–4

Senses Passive Perception 10
Languages None
CR 1/2 (XP 100; PB +2)

ACTIONS

Bite. *Melee Attack Roll:* +4, reach 5 ft.. *Hit:* 5 (1d6 + 2) Piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) Poison damage on a failed save, or half as much damage on a successful one.

WATER SKIMMER

Tiny Beast, Unaligned

AC 11 **Initiative** +1 (11)
HP 1 (1d4 – 1)
Speed 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	1	–5	–5	**DEX**	13	+1	+1	**CON**	8	–1	–1
INT	1	–5	–5	**WIS**	7	–2	–2	**CHA**	1	–5	–5

Senses Passive Perception 12
Languages None
CR 0 (XP 0; PB +2)

TRAITS

Water Walker. The skimmer can move across water as if it were solid ground, and the skimmer knows the location of any other creature within 100 feet that is in contact with the same body of water.

ACTIONS

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 1 Piercing damage.

WORM

Tiny Beast, Unaligned

AC 10 **Initiative** +1 (11)
HP 2 (1d4)
Speed 5 ft., Burrow 5 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	1	–5	–5	**DEX**	10	+0	+0	**CON**	8	–1	–1
INT	1	–5	–5	**WIS**	8	–1	–1	**CHA**	1	–5	–5

Senses Tremorsense 60 ft. (Blinded beyond this radius), Passive Perception 9
Languages None
CR 0 (XP 0; PB +2)

TRAITS

Regeneration. The worm regains 2 Hit Points at the start of its turn. If it takes Bludgeoning damage, this trait doesn't function at the start of its next turn. The worm dies only if it starts its turn with 0 Hit Points and doesn't regain Hit Points.

RYAN PANCOAST

APPENDIX B

MONSTER STAT BLOCKS

THIS CHAPTER PROVIDES STAT BLOCKS for unique Monsters and NPCs who can be found in Bloomburrow, to be used by the Dungeon Master. See the rules glossary in the Revised *Player's Handbook*, or the *Monster Manual*, for how to read a stat block.

When the Dungeon Master uses a stat block, they may change details in it.

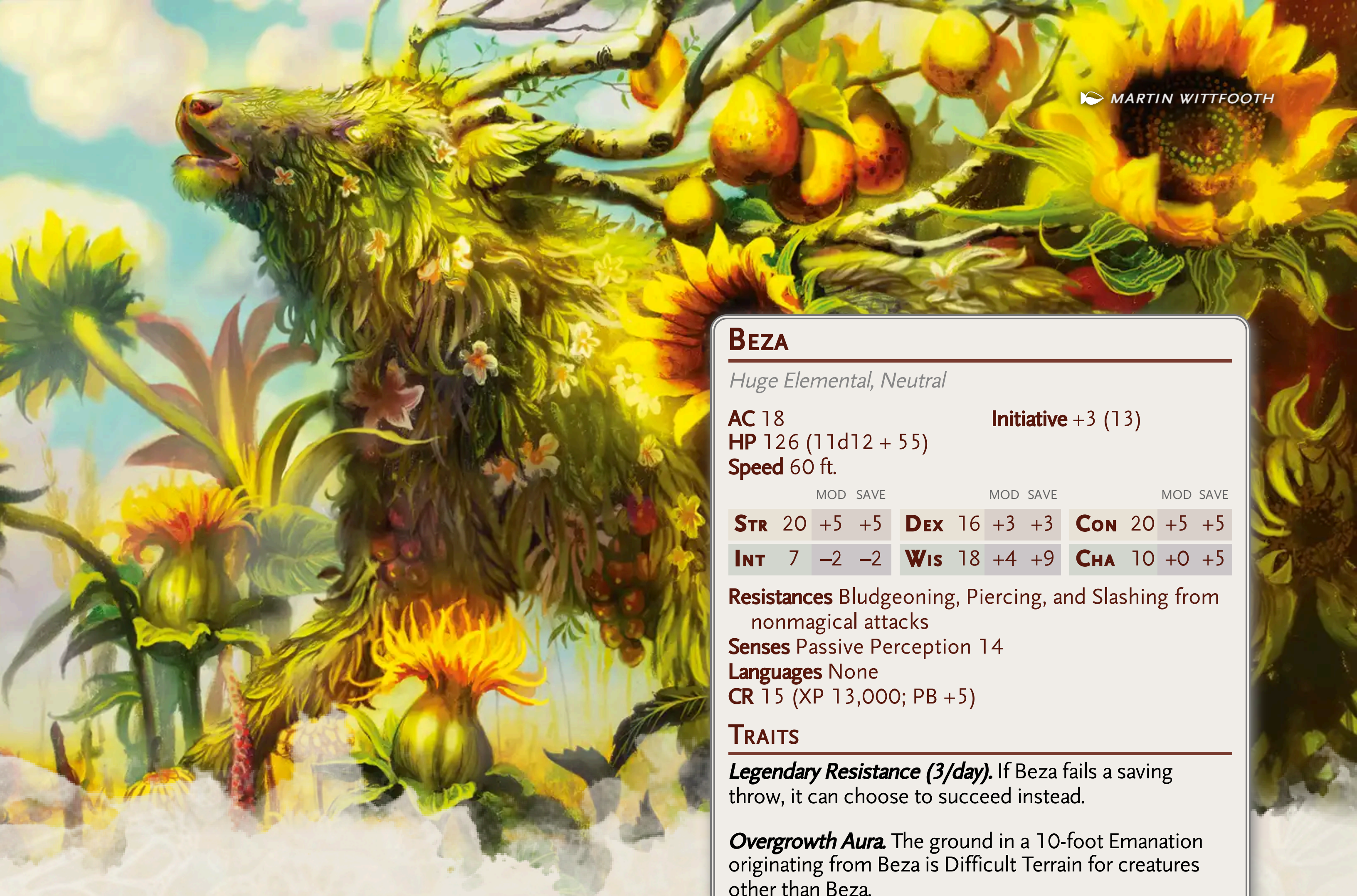
The Bloomburrow Monsters table lists every creature in this chapter, along with that creature's creature type and Challenge Rating (CR).

STAT BLOCK DESCRIPTIONS

The following stat blocks are presented in alphabetical order.

BLOOMBURROW MONSTERS

Creature	Creature Type	CR
Beza	Elemental	15
Eluge	Elemental	19
Grotgyre	Beast	3
Hivespine Wolverine	Elemental	5
Lumra	Elemental	14
Maha	Elemental	20
Rottenmouth Viper	Elemental	8
Wick	Humanoid	2
Wildsear	Elemental	15


MARTIN WITTFOOTH

BEZA

The Bounding Spring

Habitat: Grassland; **Treasure:** None

Beza is an enormous Calamity Beast, an elemental elk with a petal- and leaf-covered body. With antlers made of birch trees, and flowers and fruit growing on its body, Beza is not only the herald of spring, it is the literal manifestation of it. Wherever Beza goes, spring blooms immediately in its wake.

SEASON OF SPRING

Beza brings the season of Spring. This season is characterized by a resurgence of growth and new life. It is one of the annual seasons; When Beza arrives, it drives off the Blizzard Elk of Winter, allowing plants to flourish. New life for plants also means renewed life for many hibernating insects, and these insects help pollinate many flowers; much to the chagrin of those with allergies. Many animalfolk plant their crops in Spring, hoping to reap them come the season of Harvest.

BEZA

Huge Elemental, Neutral

AC 18 **Initiative** +3 (13)
HP 126 (11d12 + 55)
Speed 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	20	+5	+5	**DEX**	16	+3	+3	**CON**	20	+5	+5
INT	7	−2	−2	**WIS**	18	+4	+9	**CHA**	10	+0	+5

Resistances Bludgeoning, Piercing, and Slashing from nonmagical attacks
Senses Passive Perception 14
Languages None
CR 15 (XP 13,000; PB +5)

TRAITS

Legendary Resistance (3/day). If Beza fails a saving throw, it can choose to succeed instead.

Overgrowth Aura. The ground in a 10-foot Emanation originating from Beza is Difficult Terrain for creatures other than Beza.

ACTIONS

Multiattack. Beza makes two Ram attacks. It can replace one attack with a use of Spellcasting.

Ram. *Melee Attack Roll:* +10, reach 10 ft. *Hit:* 14 (2d8 + 5) Bludgeoning damage. If Beza moved at least 20 feet straight toward the target immediately before the hit, the target takes an additional 4 (1d8) Bludgeoning damage and has the Prone condition.

Spellcasting. Beza casts one of the following spells, requiring no Material components, using Wisdom as the spellcasting ability (spell save DC 17):

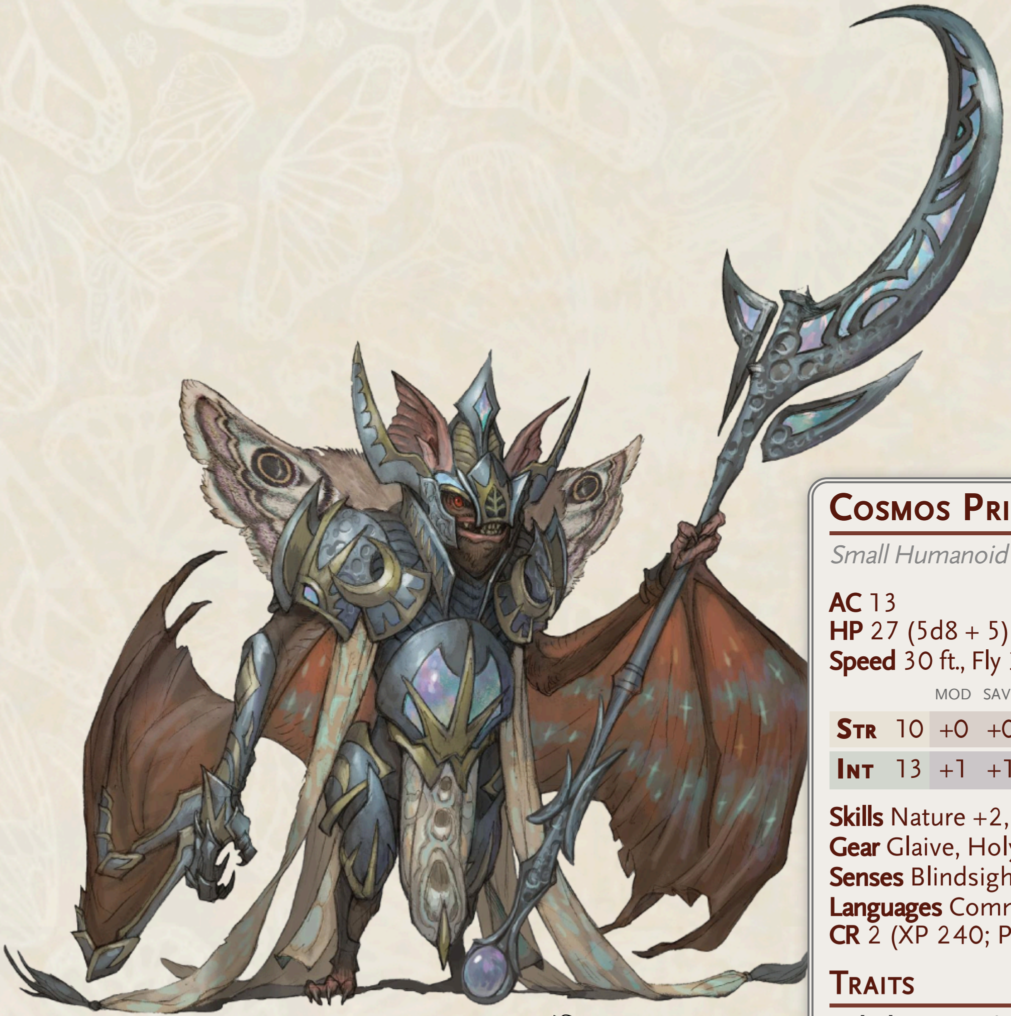
At Will: *Charm Monster, Druidcraft, Goodberry, Plant Growth, Purify Food and Drink*

REACTIONS

Beza can take up to three Reactions per round but only one per turn.

Joyful Presence. *Trigger:* Another creature Beza can see ends its turn. *Response:* Beza casts *Charm Monster.*

Ram Retaliation. *Trigger:* Beza takes damage. *Response:* Beza moves up to half its Speed and makes one Ram attack.



STEVE PRESCOTT

COSMOS PRIEST

Cleric of the Stars

Habitat: Urban; **Treasure:** None

Aside from a few cults, such the snail cult run by **Wick** or cults that revere the Calamity Beasts, the religion of Bloomburrow is predominantly practiced and dictated by the Batfolk. They believe their ancestors join the Cosmos in death and are assigned stars. The Batfolk pray to these ancestors for guidance, and the magic of the Cosmos can be channeled as divine magic. Many larger settlements, such as Three Tree City, have Batfolk churches which double as observatories.

COSMOS PRIEST

Small Humanoid (Batfolk), Any Alignment

AC 13 **Initiative** +0 (10)

HP 27 (5d8 + 5)

Speed 30 ft., Fly 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	10	+0	+0	**DEX**	10	+0	+0	**CON**	12	+1	+1
INT	13	+1	+1	**WIS**	16	+3	+3	**CHA**	13	+1	+1

Skills Nature +2, Religion +4, Survival +2

Gear Glaive, Holy Symbol, Navigator's Tools

Senses Blindsight 60 ft., Passive Perception 14

Languages Common

CR 2 (XP 240; PB +2)

TRAITS

Echolocation. The priest can't use its Blindsight if it has the Deafened condition.

ACTIONS

Channel Essence. *Constitution Saving Throw:* DC 13, one willing creature or one creature that has the Grappled, Incapacitated, or Restrained condition. *Failure:* 7 (2d6) Necrotic damage, and the priest gains Temporary Hit Points equal to the Necrotic damage taken.

Glaive. *Melee Attack Roll:* +5, reach 10 ft. *Hit:* 8 (1d10 + 3) Slashing damage plus 3 (1d6) Radiant damage.

Spellcasting. The priest casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 13):

At Will: *Light*, *Thaumaturgy*
1/day Each: *Dispel Magic*, *Moonbeam*

Eluge

The Shoreless Sea

Habitat: Coastal, Underwater; **Treasure:** None

Also known as the Flood Gar, the Calamity Beast Eluge is enormous compared to the animalfolk. It is a 30-foot-long fish that has countless sharp, jagged teeth and long spikes protruding from its back, belly, and sides, rosy-hued magical markings running along its body, and brightly glowing blue eyes. Its giant silvery-scaled body swells the waters like a sea serpent.

Eluge is not only the herald of floods, it is the literal manifestation of them. Wherever Eluge swims, the tide swells immediately in its wake, causing rushing waters to rise and waves to crash on the shore.

Season of Deep Waters

Eluge's arrival brings the season of Deep Waters. This season is characterized by heavy rainfall and rising floods. The Long River that cuts across Valley rises considerably, and natural springs become overflowing geysers. Animalfolk that live underground are often pushed above ground, overflowing the inns of many villages. Crops are at risk of being submerged, and the Otterfolk and Frogfolk often assist with evacuation of low-lying settlements. Young ones sometimes frolic in the heavy downpours, but the adults know this can quickly become dangerous.

> "Eluge, whose arrival heralds the Season of Deep *Waters. For most of us in Valley, we've been able to see across the length of any water. But, as the abyssal jaws of Eluge breach the ponds, the waves seem endless, and each thrash of its tail is a tidal current that threatens to rip roots from the soil. Eluge has never been spotted so far down the Long River as it has recently. There must be something upstream driving it closer, and anything that can drive such a Calamity upriver might threaten the whole of Valley."*
>
> — Alania, Divergent Storm

Eluge

Gargantuan Elemental, Neutral

AC 18

Initiative +7 (17)

HP 175 (10d20 + 50)

Speed 0 ft., Swim 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	27	+8	+8	**Dex**	24	+7	+7	**Con**	25	+5	+5
Int	2	−4	−4	**Wis**	18	+4	+10	**Cha**	10	+0	+6

Resistances Fire; Bludgeoning, Piercing, and Slashing from nonmagical attacks

Senses Darkvision 60 ft., Passive Perception 14

Languages None

CR 19 (XP 22,000; PB +6)

Traits

Legendary Resistance (3/day). If Eluge fails a saving throw, it can choose to succeed instead.

Tide Aura. All water in the same body of water as Eluge in a 20-foot Emanation originating from Eluge is Difficult Terrain for creatures other than Eluge.

Water Breathing. Eluge can breathe only underwater.

Actions

Multiattack. Eluga makes one Slam attack and uses Bite.

Slam. *Melee Attack Roll:* +14, reach 20 ft. *Hit:* 17 (2d8 + 8) Bludgeoning damage.

Bite. *Dexterity Saving Throw:* DC 24, one creature Eluge can see within 15 ft. *Failure:* 22 (4d6 + 8) Piercing damage, and the target is swallowed if it is Large or smaller. A swallowed creature has the Restrained condition, has Total Cover against attacks and other effects outside Eluge, and takes 17 (5d6) Acid damage at the start of each of Eluge's turns. Eluge's stomach can hold up to two creatures at a time.

If Eluge takes 30 damage or more on a single turn from a creature inside it, Eluge regurgitates all swallowed creatures, each of which falls in a space within 10 feet of Eluge has the Prone condition. If Eluge dies, all swallowed creatures are similarly regurgitated.

Tidal Wave (Recharge 6). *Strength Saving Throw:* DC 24, each creature in a 200-foot Cube originating from Eluge. *Failure:* 45 (71d2) Bludgeoning damage and the target has the Prone condition. *Success:* Half damage. *Result:* Unprotected flames in the Cube are extinguished.

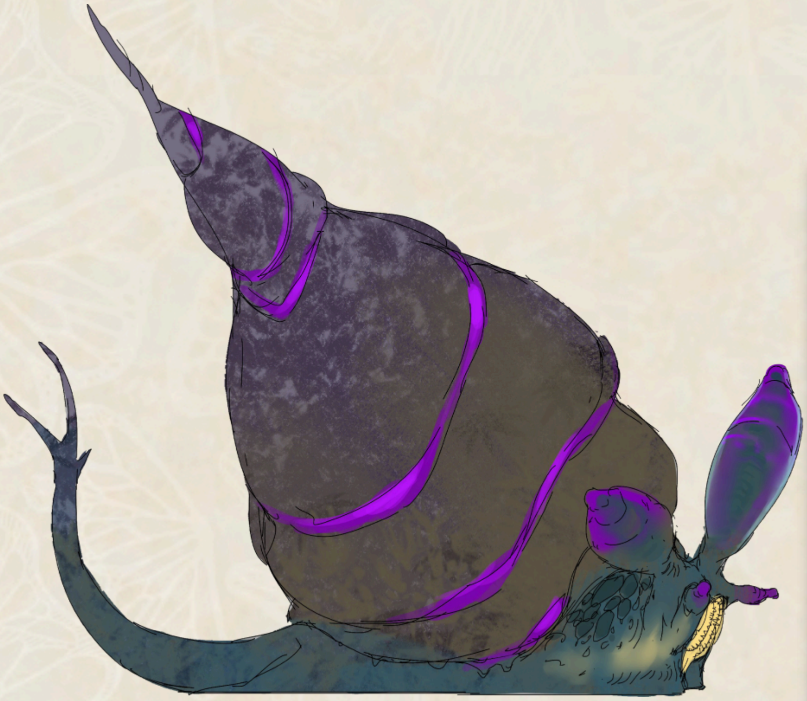
Reactions

Eluge can take up to three Reactions per round but only one per turn.

Dive. *Trigger:* Eluge uses its Legendary Resistance trait or is hit by a ranged attack. *Response:* Eluge moves up to half its Swim Speed without provoking Opportunity Attacks.

Slam Retaliation. *Trigger:* Eluge is hit by a melee attack. *Trigger:* Eluge makes one Slam attack.

SAMUELE BANDINI



APRIL PRIME

GROTGYRE

The Mind Whorler

Habitat: Swamp, Underdark; **Treasure:** None

Grotgyra is a large, sapient snail with hypnotic power strong enough to bend the minds of animalfolk who get close. He has forged a psychic connection with the Ratfolk Warlock **Wick**, and together they command a cadre of snail-worshippers from labyrinthine tunnels below Valley. *See also Wicks' statblock.*

GREAT OLD ONE

Grotgyre's history and origin are unknown, but his psychic power makes him an excellent Great Old One patron for a Warlock character. His servants include **Snails**, along with **Cultists** and **Cult Fanatics** from every animalfolk species.

GROTGYRE

Large Beast, Chaotic Neutral

AC 16
Initiative –3 (7)
HP 52 (5d10 + 25)
Speed 10 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	16	+3	+3	**DEX**	5	–3	–3	**CON**	20	+5	+5
INT	10	+0	+0	**WIS**	17	+3	+3	**CHA**	5	–3	–3

Immunities Psychic
Senses Passive Perception 16
Languages Telepathy 120 ft.
CR 3 (XP 700; PB +2)

TRAITS

Alien Mind. If a creature tries to read Grotgyre's thoughts or deal Psychic damage to it, that creature must succeed on a DC 15 Intelligence saving throw or have the Stunned condition for 1 minute. The Stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ACTIONS

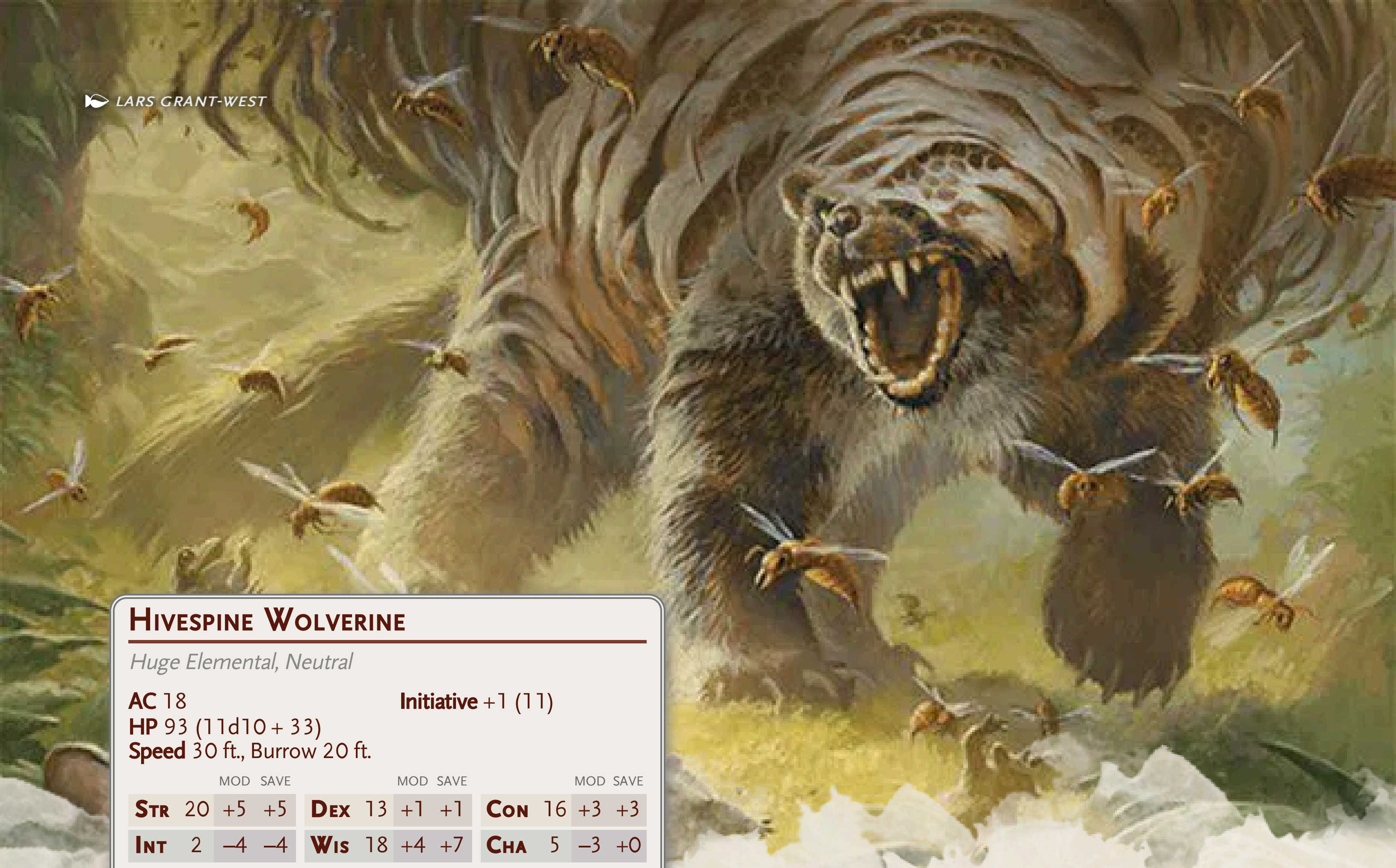
Multiattack. Grotgyre makes two Rasp attacks.

Rasp. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) Slashing damage.

Shell Defense. Grotgyre withdraws into its shell. Until it emerges, it gains a +4 bonus to its AC and has the Restrained condition. It can emerge from its shell as a Bonus Action on its turn.

Spellcasting. Grotgyre casts one of the following spells, requiring no components, using Wisdom as the spellcasting ability (spell save DC 15):

At Will: *Detect Thoughts*, *Charm Person*, *Crown of Madness*, *Dissonant Whispers*
1/day Each: *Confusion*, *Modify Memory*, *Suggestion*


LARS GRANT-WEST

HIVESPINE WOLVERINE

The Sweet-Scented Stinger

Habitat: Forest, Grassland; **Treasure:** None

The Hivespine Wolverine is a minor Calamity Beast. Its elemental magic is not powerful enough to bring about a new season, but it is dangerous nonetheless. Its furred body is partially made from the waxy material of beehive, and stinging bees and wasps make their nest in the wolverine's body. The insects see the beast as their home, and defend it ferociously. The wolverine is also capable of projecting sweet-smelling pheromones, which some claim it uses to draw prey out of hiding.

HIVESPINE WOLVERINE

Huge Elemental, Neutral

AC 18 **Initiative** +1 (11)
HP 93 (11d10 + 33)
Speed 30 ft., Burrow 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	20	+5	+5	**DEX**	13	+1	+1	**CON**	16	+3	+3
INT	2	−4	−4	**WIS**	18	+4	+7	**CHA**	5	−3	+0

Senses Darkvision 60 ft., Passive Perception 14
Languages None
CR 5 (XP 1,500; PB +3)

TRAITS

Stinging Aura. *Constitution Saving Throw:* DC 15, each creature that enters a 10-foot Emanation originating from the wolverine or starts its turn there. *Failure:* 10 (4d4) Piercing damage, and the target has the Poisoned condition until the end of its next turn. *Success:* Half damage.

ACTIONS

Multiattack. The wolverine makes three Rend attacks. It can replace one attack with a use of Honeyscent if available.

Rend. *Melee Attack Roll:* +11, reach 10 ft. *Hit:* 12 (2d6 + 5) Slashing damage.

Honeyscent (Recharge 5–6). *Wisdom Saving Throw:* DC 15, each creature within 30 feet. *Failure:* The target has the Charmed condition until the end of its next turn.

Summon Swarm (1/day). The wolverine summons a **Swarm of Wasps**, which appears in an unoccupied space within 10 feet. The swarm is an ally to the wolverine and its allies. The swarm remains for 1 hour, until the wolverine dies, or until the wolverine dismisses it as a Bonus Action.

LUMRA

Bellow of the Woods

Habitat: Forest; **Treasure:** None

Lumra is a towering Calamity Beast that appears as a leaf-sprouting bear. Her eyes glow with green magic, pine cones, branches, twigs sprout from her shoulders, and her sharp teeth mark her fearsome muzzle. Long, sharp claws sprout from each paw. Wherever Lumra wanders, the landscape warps around her, causing trees to sprout and canopies to form overhead, generating a new, unrecognizable forest with a mix of deciduous and coniferous trees.

Lumra represents the feeling of getting lost in the woods, and she inspires fear among the animalfolk where she appears. Flubs is the only animalfolk known to have escaped her forests.

SEASON OF THE MAZE

Lumra doesn't bring a season necessarily, but instead causes great confusion in her wake as she fundamtentally restructures woods and forests. She uproots homes and even entire villages, and causes explorers in her region to become hopelessly lost.

> "THEY SAY THAT ANY WHO HEARS LUMRA'S ROAR IS *already lost. Forests engulf any land on which her voice tolls, boughs springing from nothing in seconds. Their canopies are too dense to pierce, their trunks towering and endless, impossible to scale. Sunlight is allowed no entry through the tangled, thorny overgrowths, and travelers are unable to find an exit. I wandered for weeks in her maze, past razed villages and lost souls. Sometimes, Lumra's thundering footfalls would quake the brush, and I would walk the opposite path. It's a miracle I escaped; all the others have wandered to their deaths. I suppose I got lucky!"*
>
> — Flubs, the fool

LUMRA

Huge Elemental, Neutral

AC 14

Initiative +1 (11)

HP 207 (18d12+90)

Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	25	+7	+12	**DEX**	13	+1	+1	**CON**	20	+5	+10
INT	2	−4	−4	**WIS**	20	+5	+5	**CHA**	8	−1	+4

Skills Perception +10

Senses Darkvision 60 ft., Passive Perception 20

Languages None

CR 14 (XP 11,500; PB +5)

TRAITS

Legendary Resistance (3/day). If Lumra fails a saving throw, it can choose to succeed instead.

Overgrowth Aura. The ground in a 15-foot Emanation originating from Lumra is Difficult Terrain for creatures other than Lumra.

ACTIONS

Multiattack. Lumra makes two Rend attacks and uses Bellow. It can replace one attack with a use of Spellcasting.

Rend. *Melee Attack Roll:* +12, reach 10 ft. *Hit:* 20 (3d8 + 7) Slashing damage.

Bellow. *Wisdom Saving Throw:* DC 15, each creature within 120 feet that doesn't have the Deafened condition. *Failure:* The target has the Frightened condition until the end of its next turn. *Success:* The target is immune to Lumra's Bellow action for 24 hours.

REACTIONS

Lumra can take up to three Reactions per round but only one per turn.

Erupting Forest. *Trigger:* Lumra is hit by a ranged attack. *Response:* Lumra causes a tree to burst from the ground at a point Lumra can see within 120 feet. The tree is a 5-foot-radius, 30-foot-high Cylinder, and lasts until it is destroyed (AC 5; 30 HP; Vulnerability to Fire damage; Immunity to Poison and Pyschic damage). *Dexterity Saving Throw:* DC 18, one creature in the Cylinder when it appears. *Failure:* 21 (6d6) Bludgeoning damage, and the target is lifted by the Cylinder.

Rend Retaliation. *Trigger:* Lumra takes damage. *Response:* Lumra makes one Rend attack.

Wall of Thorns. *Trigger:* Another creature Lumra can see ends its turn. *Response:* Lumra casts the *Wall of Thorns* spell, requiring no Material components, using Wisdom as the spellcasting ability (spell save DC 18).

MITSUHIRO ARITA

Maha

Its Feathers Night

Habitat: Grassland, Mountain, Swamp; **Treasure:** None

Also known as the Great Night Owl or Eclipse Owl, Maha is a fearsome Calamity Beast that takes the shape of an enormous black owl, its wingspan as broad as the branches of an oak tree. Deep blue and violet on its belly, breast, and wings transition to black-striped primary and tail feathers. Turquoise magic suffuses its beautiful, terrible form, lighting up its eyes and beak within the hollow of its face, and highlighting its deadly talons. In its wake, night follows, cutting across the sky to reveal star-flecked darkness beneath. The beast's movements are tranquil and silent, its passing marked only by the ensuing destruction and the chill wind of its wings.

Season of Long Night

When Maha flies across the sky, the Long Night follows in its wake. This season is marked by unending darkness; the sky remains dark even during the day. Many animalfolk fear this season, as it allows predators and bandits to thrive. Some folk remain indoors for nearly the entire season; though not the Batfolk, who thrive during this time and spend much time studying the stars.

> "We call it the Season of Long Night, whose *wingspan brings darkness that blots out the sun from the sky, and in its wake, we can see the constellations of the night sky above and every night sky before it. Back in the ages of our ancestors, it was said that its talons sheared through the air and cut a permanent darkness into being. Its most recent rampage seemed to be on account of its missing egg. It seems even a Calamity can show parental affection."*
>
> —Wick, the whorled mind

Maha

Huge Elemental, Neutral

AC 18 **Initiative** +2 (12)
HP 324 (24d12+168)
Speed 20 ft., Fly 90 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	24	+7	+7	**Dex**	26	+8	+8	**Con**	24	+7	+7
Int	3	−4	−4	**Wis**	18	+4	+10	**Cha**	10	+0	+6

Skills Perception +8, Stealth +14
Senses Passive Perception 18
Languages None
CR 20 (XP 25,000; PB +6)

Traits

Legendary Resistance (3/day). If Maha fails a saving throw, it can choose to succeed instead.

Magic Resistance. Maha has Advantage on saving throws against spells and other magical effects.

Night Aura. Dim Light extends from Maha in a 15-foot radius. If Maha takes Radiant damage, this trait doesn't function until the start of its next turn.

Actions

Multiattack. Maha makes three Talon attacks. It can replace one attack with a use of Spellcasting.

Talon. *Melee Attack Roll:* +13, reach 5 ft. *Hit:* 17 (3d6 + 7) Slashing damage.

Spellcasting. Maha casts one of the following spells, requiring no Material components, using Wisdom as the spellcasting ability (spell save DC 18):

At Will: *Darkness*, *Gust of Wind*, *Silence*

Reactions

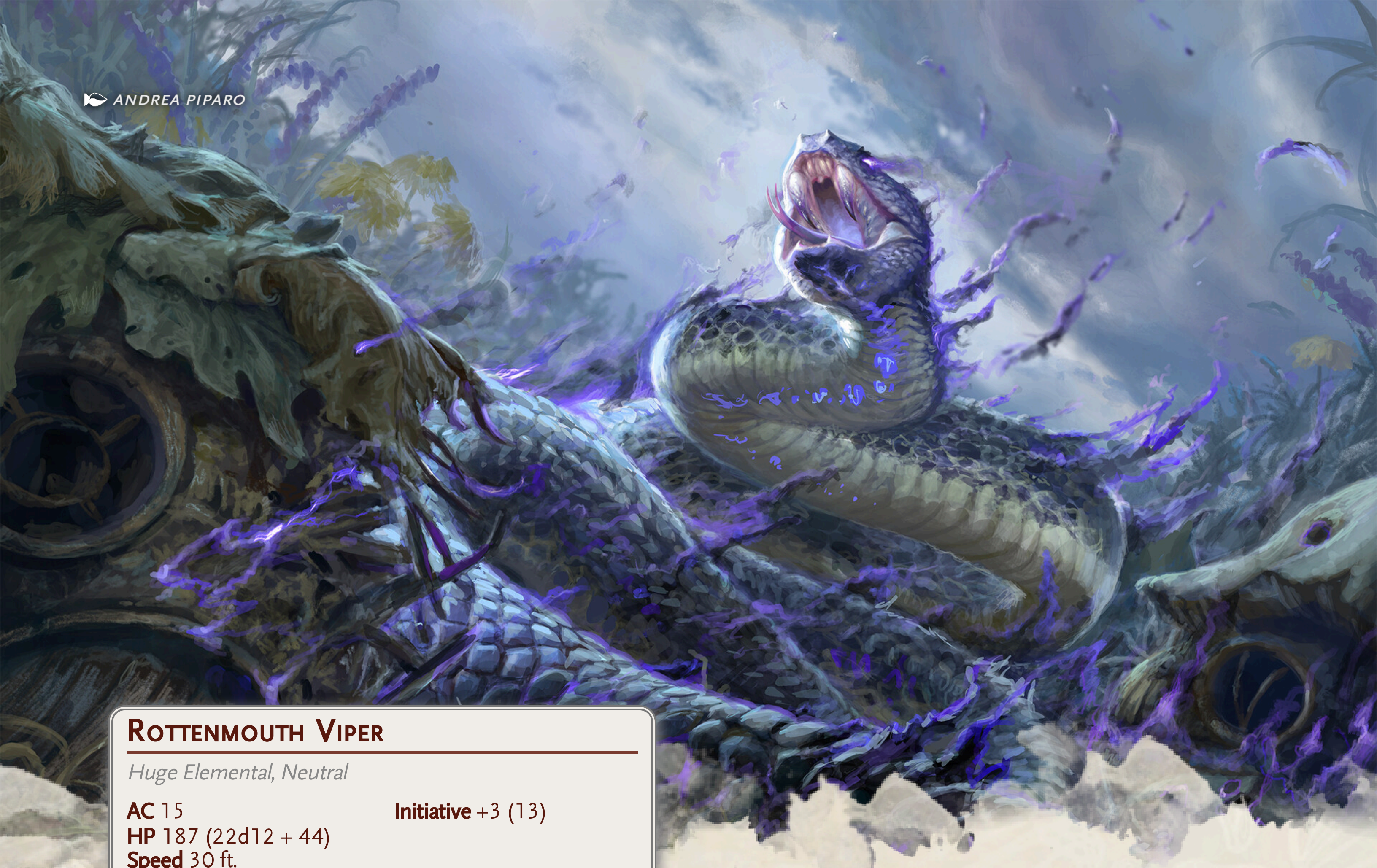
Maha can take up to three Reactions per round but only one per turn.

Chill Wind. *Trigger:* Maha uses its Legendary Resistance trait or is hit by a ranged attack. *Response—Constitution Saving Throw:* DC 18, each creature in a 60-foot Cone. *Failure:* 17 (5d6) Cold damage. *Success:* Half damage.

Evade. *Trigger:* Maha is hit by a melee attack. *Response:* Maha flies up to half its Fly Speed without provoking opportunity attacks.

Rend Retaliation. *Trigger:* Maha takes damage. *Response:* Maha makes one Talon attack.

ALESSANDRA PISANO


ANDREA PIPARO

Rottenmouth Viper

Huge Elemental, Neutral

AC 15 **Initiative** +3 (13)
HP 187 (22d12 + 44)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	19	+4	+4	**Dex**	16	+3	+3	**Con**	14	+2	+2
Int	1	−5	−5	**Wis**	10	+0	+0	**Cha**	4	−3	−3

Skills Perception +3. Stealth +6
Immunities Necrotic, Poison; Exhaustion, Poisoned
Senses Blindsight 15 ft., Darkvision 60 ft., Passive Perception 13
Languages None
CR 8 (XP 3,900; PB +3)

Traits

Blight Aura. *Constitution Saving Throw:* DC 15, each creature that enters a 10-foot Emanation originating from the viper or starts its turn there. *Failure:* The target has the Exhaustion condition. Nonmagical plants in the Emanation wither and die.

Actions

Multiattack. The viper makes one Bite attack and uses Constrict.

Bite. *Melee Attack Roll:* +7, reach 10 ft. *Hit:* 17 (3d8 + 4) Piercing damage plus 14 (4d6) Poison damage.

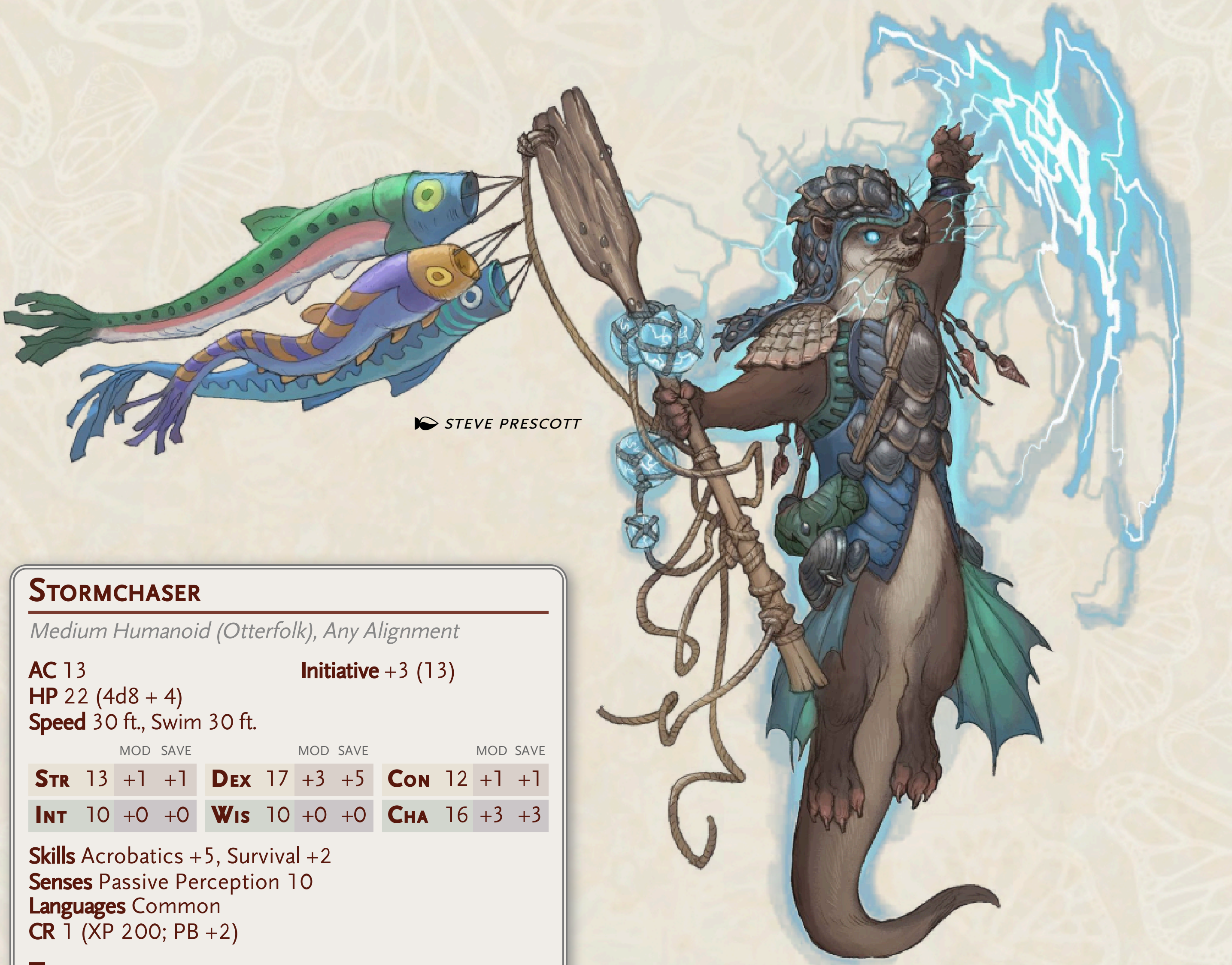
Constrict. *Strength Saving Throw:* DC 15, one Large or smaller creature the viper can see within 30 feet. *Failure:* 17 (3d8 + 4) Bludgeoning damage, and the target has the Grappled condition (escape DC 15).

Rottenmouth Viper

The Blight Snake

Habitat: Forest, Grassland, Swamp; **Treasure:** None

The Rottenmouth Viper is a minor Calamity Beast taking the shape of a large snake with long fangs and black scales. Its elemental magic is not strong enough to truly bring about a season, but it remains a dangerous enemy to the animalfolk. The giant snake causes nature to decay around it. Fighting it is said to be like fighting starvation itself.



STEVE PRESCOTT

STORMCHASER

Medium Humanoid (Otterfolk), Any Alignment

AC 13 **Initiative** +3 (13)
HP 22 (4d8 + 4)
Speed 30 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	13	+1	+1	**DEX**	17	+3	+5	**CON**	12	+1	+1
INT	10	+0	+0	**WIS**	10	+0	+0	**CHA**	16	+3	+3

Skills Acrobatics +5, Survival +2
Senses Passive Perception 10
Languages Common
CR 1 (XP 200; PB +2)

TRAITS

Brave. The stormchaser has Advantage on saving throws it makes to avoid or end the Frightened condition.

ACTIONS

Multiattack. The stormchaser makes two Storm Staff attacks.

Storm Staff. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 3 (1d6) Bludgeoning damage plus 3 (1d6) damage of the stormchaser's choice: Lightning or Thunder.

Stormcall (Recharge 5–6). *Dexterity Saving Throw:* DC 13, each creature in a 15-foot Cone. *Failure:* 1d8 (4) Lightning damage plus 4 (1d8) Thunder damage, and the target has the Deafend condition until the end of its next turn. While Deafened, the target can't take Reactions. *Success:* Half damage.

Spellcasting. The stormchaser casts one of the following spells, requiring no Material components, using Charisma as the spellcasting ability (spell save DC 13):

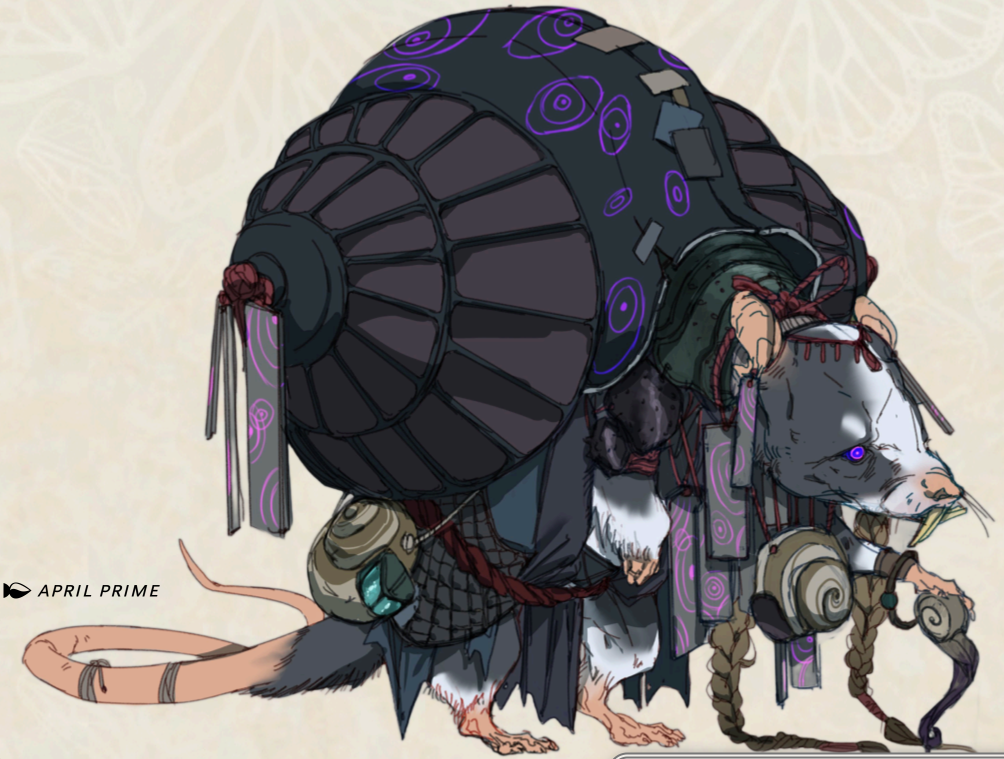
1/day Each:: *Create or Destroy Water, Gust of Wind*

STORMCHASER

Daring Thrillseekers

Habitat: Any; **Treasure:** None

From a young age, otterfolk engage in storm chasing for sport. This involves following Calamity Beasts as near as possible until the danger feels too great. Great otterfolk storm chasers have plucked the hairs from storm-bearing Beasts, and almost all otters have at least chased flaming wolverine Beasts to capture embers. Otterfolk capture Calamity Beasts' elemental magic in shells, pearls, and glass bulbs. This process is called Clamming. They have a particular fondness for lightning collected from Calamity Beasts—it seems to have a special significance for otterball. They're very adept with water, able to twist and bend water to distract, obfuscate, or otherwise befuddle others.



APRIL PRIME

Wick

The Whorled Mind

Habitat: Swamp, Underdark; **Treasure:** None

Wick is a bent and wiry figure, draped in a purple robe and dangling adornments with mystical symbols and arcane patterns over his shoulder. His fur is a dark shade of gray, with a few silver streaks adding a touch of aged wisdom to his appearance. His piercing, violet eyes glow with an unsettling intelligence, and his whiskers twitch with an air of constant calculation. Upon his back, Wick wears a giant snail shell like an extravagant backpack, filled to the brim with knickknacks and baubles. Numerous smaller snails surround him.

Worship of the Snail

As a young pup raised in the marshland village of Conch, Wick was a prodigy amongst a community of psychics. He grew inseparable from the snail **Grotgyre**, their psychic bond so deeply engrained they could anticipate each other's thoughts. Then, a sickness befell the snails of Conch, and Wick along with them. He became haunted by visions of whorls and eyes, sleep eluding him. He was awake all hours of the night jotting out scripture until some years later when his paranoia ascended into enlightenment. Wick found comfort in his connection to the snails and sought to spread it. He left his village alongside a few like-minded psychics to proselytize, recruiting followers to tunnel out spiraling, labyrinthian passages into the earth where he and his converts reclused. Each new member is subjected to the same taxing initiation that Wick endured, a connection to an anointed snail forged in exchange for ultimate truth. They revere every aspect of their snails—worship them, consume their flesh, convert what's left into magic—then a new connection is forged. With it, the cycle begins anew in a never-ending spiral.

Wick

Small Humanoid (Ratfolk, Warlock), Chaotic Neutral

AC 14 **Initiative** +3 (13)
HP 38 (7d8 + 7)
Speed 25 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	12	+1	+1	**Dex**	15	+2	+2	**Con**	12	+1	+1
Int	10	+0	+2	**Wis**	13	+1	+3	**Cha**	14	+2	+4

Skills Persuasion +4, Perception +3
Gear Arcane Focus (Snail Shell), Quarterstaff
Senses Passive Perception 13
Languages Common
CR 2 (XP 450; PB +2)

Actions

Multiattack. Wick makes two Whorled Staff attacks. He can replace one attack with a use of Spellcasting.

Whorled Staff. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 6 (1d8 + 2) magical Bludgeoning damage plus 9 (2d8) Psychic damage.

Spellcasting. Wick casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 12):

At Will: *Friends*, *Mage Hand* (the hand has the Invisible condition)
2/day: *Command*

Summon Snails (1/day). Wick summons 2d4 **Snails** that appear in unoccupied spaces Wick can see within 60 ft. The called creatures are allies to Wick and his allies, and remain for 1 hour, until Wick dies, or until Wick dismisses them as a Bonus Action.

Wildsear

The Scouring Maw

Habitat: Forest, Grassland; **Treasure:** None

Wildsear has many names: the Wildfire Wolf, the Primordial Fire, the Season of Flames; whatever his epithet, he is an infamous Calamity Beast whose giant body sets fire to everything around it. Wildsear is a giant wolf whose eyes and maw are bright with flames, and whose burning back creates a column of smoke.

Wildsear is not only the herald of wildfire, it is the literal manifestation of it. Wherever Wildsear steps, flames shoot out and catch on the surrounding landscape, causing havoc and devastation. The animalfolk say it burns through the seams of their plane and the next.

Season of Flames

The season Wildsear brings is characterized by dryness, allowing even the smallest spark to start the grandest immolation. Frogfolk work overtime to attempt to magically bring the much needed rains, and crops are at risk of drying up and dying out. Animalfolk who make their homes in trees are especially at risk of their foundations catching alight.

> "Back in the age of Lily, Wildsear was known as *the Season of Flames. Its flames would burn forever. That was until Lily took the Seedflame from them. Now it is a shadow of its past self, though still more than a match for the people of Valley. The fact that a creature could live so long, depleted and weakened, is a testament to its former strength and the enduring power of a Calamity Beast. It does make me ask the question, 'Where did that power go?' Did it return to the plane with Lily? Or is it still out there, like all nature, awaiting a return as the seasons change?"*
>
> —Bello, bard of the Brambles

Wildsear

Huge Elemental, Neutral

AC 16
HP 200 (16d12 + 96)
Speed 30 ft.

Initiative +3 (13)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	25	+7	+12	**Dex**	16	+3	+3	**Con**	22	+6	+11
Int	4	−3	−3	**Wis**	14	+2	+2	**Cha**	7	−2	+3

Skills Perception +7
Immunities Cold, Fire
Senses Passive Perception 17
Languages None
CR 15 (XP 13,000; PB +5)

Traits

Legendary Resistance (3/day). If Wildsear fails a saving throw, it can choose to succeed instead.

Fiery Aura. *Dexterity Saving Throw:* DC 16, each creature that enters a 10-foot Emanation originating from Wildsear or starts its turn there. *Failure:* 13 (3d8) Fire damage, and the target starts burning. *Success:* Half damage.

Illumination. Wildsear sheds Bright Light in a 30-foot radius and Dim Light for an additional 30 feet.

Actions

Multiattack. Wildsear makes two Bite attacks. It can replace one attack with a use of Spellcasting.

Bite. *Melee Attack Roll:* +12, reach 10 ft. *Hit:* 11 (1d8 + 7) Piercing damage plus 7 (2d6) Fire damage, and the the target has the Prone condition if it is Huge or smaller.

Spellcasting. Wildsear casts one of the following spells, requiring no Material components, using Constitution as the spellcasting ability (spell save DC 19):

At Will: *Heat Metal*
1/day Each: *Fire Storm*, *Wall of Fire*

Wildfire Howl (Recharge 5–6). *Dexterity Saving Throw:* DC 19, each creature within 60 feet. *Failure:* 16 (3d10) Fire damage. *Success:* Half damage.

Reactions

Wildsear can take up to three Reactions per round but only one per turn.

Ignite. *Trigger:* Another creature Wildsear can see ends its turn. *Response:* One object or structure Wildsear can see within 60 feet starts burning.

Rebuke. *Trigger:* Wildsear is hit with an attack. *Response—Dexterity Saving Throw:* DC 19, one creature Wildsear can see within 60 feet. *Failure:* 11 (2d10) Fire damage. *Success:* Half damage.

CAMPBELL WHITE

Ygra

Eater of All

Habitat: Desert, Grassland; **Treasure:** None

Ygra is a major Calamity Beast, a giant cougar with green-glowing stripes, its muzzle marked by an unhallow light and numerous deadly teeth, and its eyes shimmer with an ominous gleam. Wherever Ygra stalks, life crumbles immediately in its wake, turning into pillars of salt.

Season of Salt

Ygra's arrival marks the season of Salt. This season is categorized by a withering of crops and the calcification of objects and structures with a build-up of salt. This is a season of dryness and drought; their is little rain, and many grow hungry. The Squirrelfolk ration their food cache stores during seasons such as this, to ensure the survival of the community.

> "Ygra is ever hungry. We call its coming the *Season of Salt, when our fields and friends are transfigured into salt pillars. As Ygra devours, it is left hungry still, mouth dry and blistered. No creature, not even a Calamity, can survive on salt alone. It would almost be pitiable if the source of its suffering wasn't the home I have come to love and strove to protect."*
>
> — Baylen, the haymaker

Ygra

Huge Elemental, Neutral

AC 16
Initiative +1 (11)
HP 287 (25d12 + 125)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	22	+6	+6	**Dex**	23	+6	+6	**Con**	21	+5	+10
Int	3	−4	−4	**Wis**	14	+2	+2	**Cha**	7	−2	+3

Skills Perception +7
Immunities Exhaustion
Senses Darkvision 60 ft., Passive Perception 17
Languages None
CR 16 (XP 15,000; PB +5)

Traits

Calcifying Aura. *Constitution Saving Throw:* DC 18, each creature that enters a 10-foot Emanation originating from Ygra or starts its turn there. *Failure:* The target has the Restrained condition until the end of its next turn. If the save fails by 5 or more, the target has the Petrified condition until the end of its next turn.

Legendary Resistance (3/day). If Ygra fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. Ygra makes two Claw attacks. It can replace one attack with a use of Devour.

Claw. *Melee Attack Roll:* +11, reach 10 ft. *Hit:* 22 (3d10 + 6) Slashing damage, or Ygra deals 27 (6d6 + 6) Necrotic damage if it had Advantage on the attack roll.

Devour. *Dexterity Saving Throw:* DC 18, one creature within 5 feet. *Failure:* 33 (6d8 + 6) Piercing damage, and the target is swallowed if it is Medium or smaller. A swallowed creature has the Restrained condition, has Total Cover against attacks and other effects outside Ygra, and takes 14 (4d6) Acid damage at the start of each of Ygra's turns. Ygra then gains Temporary Hit Points equal to the Acid damage taken. Ygra's stomach can hold up to two creatures at a time.

If Ygra takes 30 damage or more on a single turn from a creature inside it, Ygra regurgitates all swallowed creatures, each of which falls in a space within 10 feet of Ygra and has the Prone condition. If Ygra dies, all swallowed creatures are similarly regurgitated.

Reactions

Ygra can take up to three Reactions per round but only one per turn.

Prowl. *Trigger:* Another creature Ygra can see ends its turn. *Response:* Ygra moves up to half its Speed without provoking Opportunity Attacks.

Claw Retaliation. *Trigger:* Ygra takes damage. *Response:* Ygra makes one Claw attack.

CHRIS RAHN

LOÏC CANAVAGGIA

APPENDIX C

CREATING BLOOMBURROW NPCS

IF YOU WANT TO TAKE A MONSTER STAT block from the *Monster Manual* and adapt it for a specific species presented in this guide, apply the ability modifiers and add the features listed in the NPC Features table. If the Monster's AC, hit points, attack bonus, or damage changes, recalculate its Challenge Rating.

TRAIT DESCRIPTIONS

Traits listed in the NPC Features table are presented here in alphabetical order.

Amphibious. The Monster can breathe air and water.

Barbed Hide. A creature that hits the Monster with a melee attack or that starts its turn in a grapple with the Monster takes 2 (1d4) Piercing damage.

Brave. The Monster has Advantage on saving throws it makes to avoid or end the Frightened condition.

Feather Fall. The Monster takes 0 damage when it falls at least 10 feet above the ground.

Feign Death (1/day). If damage reduces the Monster to 0 Hit Points, it drops to 1 Hit Point instead and casts the *Feign Death* spell on itself.

Hold Breath. The Monster can hold its breath for 1 hour.

Plant Camouflage. The Monster has Advantage on Dexterity (Stealth) checks it makes in forest terrain.

Poison Resilience. The Monster has Advantage on saving throws it makes to avoid or end the Poisoned condition.

Siege Monster. The Monster deals double damage to objects and structures.

Standing Leap. The Monster's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Stench. *Constitution Saving Throw:* DC 8 + Constitution modifier + Proficiency Bonus, each creature that starts its turn within 5 feet of the Monster. *Failure:* The target has the Poisoned condition until the start of the Monster's next turn.

Unusual Nature. The Monster doesn't require air, food, drink, or sleep.

NPC FEATURES

Species	Features
Badgerfolk	Burrow Speed 5 ft., Darkvision 60 ft.
Barkform	Plant creature type, AC 16, Vulnerability to Fire damage, Plant Camouflage
Batfolk	Small size, Fly Speed 25 ft. , Blindsight 30 ft.
Beaverfolk	Swim Speed 30 ft., Siege Monster
Birdfolk	Fly Speed 30 ft.
Bonebound	Undead creature type, Darkvision 60 ft., Vulnerability to Bludgeoning damage, Immunity to Poison damage and the Poisoned condition, Unusual Nature
Frogfolk	Small size, Swim Speed 25 ft., Darkvision 60 ft., Amphibious, Standing Leap
Hedgefolk	Darkvision 60 ft., Barbed Hide
Lizardfolk	Small size, AC 13 + Dexterity modifier, Resistance to Fire damage
Molefolk	Small size, Burrow Speed 5 feet, Darkvision 60 ft., Tremorsense 30 ft.
Mousefolk	Small size, Darkvision 60 ft., Brave
Otterfolk	Swim Speed 30 ft., Brave, Hold Breath
Possumfolk	Climb Speed 30 ft., Resistance to Poison damage, Feign Death, Poison Resilience
Rabbitfolk	Standing Leap
Raccoonfolk	Climb Speed 30 ft., Darkvision 60 ft., Resistance to Poison damage, Poison Resilience
Ratfolk	Small size, Darkvision 60 ft., Resistance to Psychic damage
Skunkfolk	Darkvision 60 ft., Resistance to Poison damage, Poison Resilience, Stench
Squirrelfolk	Climb Speed 30 ft., Feather Fall
Turtlefolk	Speed 25 ft., AC 17

APPENDIX D

RULES GLOSSARY

FREE RULES

This glossary presents rules that are referenced in this guide and not found in the *Player's Handbook* (2014), or have updated versions in the *2024 D&D Free Rules*. This is done in an effort to maintain compatibility and ease of use for all DMs using any version of 5th Edition DUNGEONS AND DRAGONS.

RULES DEFINITIONS

The rules definitions are presented in alphabetical order.

BLINDSIGHT

If you have Blindsight, you can see within a specific range without relying on physical sight. Within that range, you can see anything that isn't behind Total Cover even if you have the Blinded condition or are in Darkness. Moreover, in that range you can see anything that has the Invisible condition.

BURNING [HAZARD]

A burning creature or object takes 1d4 Fire damage at the start of each of its turns. As an action, you can extinguish fire causing burning on yourself by giving yourself the Prone condition and rolling on the ground. The fire also goes out if it is doused, submerged, or suffocated.

BURROW SPEED

A creature that has a Burrow Speed can use that speed to move through sand, earth, mud, or ice. The creature can't burrow through solid rock unless the creature has a trait that allows it to do so.

JUSTIN GERARD

D20 TEST

D20 Tests encompass the three main rolls of the game: ability checks, attack rolls, and saving throws. If something in the game affects D20 Tests, it affects all three of those rolls.

DARKVISION

If you have Darkvision, you can see in Dim Light within a specified range as if it were Bright Light and in Darkness within that range as if it were Dim Light. You discern colors in that Darkness only as shades of grey.

EMANATION [AREA OF EFFECT]

An Emanation is an area of effect that extends in straight lines from a creature or object in all directions. The effect that creates an Emanation specifies the distance it extends.

An Emanation moves with the creature or object that is its origin unless it is an instantaneous or stationary effect.

An Emanation's origin (creature or object) isn't included in the area of effect unless its creator decides otherwise.

HEROIC INSPIRATION

If you have Heroic Inspiration, you can expend it to reroll any die immediately after rolling it, and you must use the new roll.

If you gain Heroic Inspiration but already have it, it's lost unless you give it to a player character who lacks it.

MAGIC [ACTION]

When you take the Magic action, you cast a spell that has a casting time of an action or use a feature or magic item that requires a Magic action to be activated.

If you cast a spell that has a casting time of 1 minute or longer, you must take the Magic action on each turn of that casting, and you must maintain Concentration while you do so. If your Concentration is broken, the spell fails, but you don't expend a spell slot.

TREMORSENSE

A creature with Tremorsense can pinpoint the location of creatures and moving objects within a specific range, provided that the creature with Tremorsense and anything it is detecting are both in contact with the same surface (such as the ground, a wall, or a ceiling) or the same liquid.

Tremorsense can't detect creatures or objects in the air, and it doesn't count as a form of sight.

UTILIZE [ACTION]

You normally interact with an object while doing something else, such as when you draw a sword as part of the Attack action. When an object requires an action for its use, you take the Utilize action.

TINY TAILS, BIG ADVENTURE!

Huge thank you to all of my supporters and my personal play group, and to James Wyatt for his work on the original *Plane Shift* supplements.

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For use with the fifth edition *Player's Handbook*, *Monster Manual*, and *Dungeon Master's Guide*.

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ANDREW THEOPHILOPOULOS